

HINTS ON POLO

AND THE CARE OF POLO PONIES

BY

MAJOR ANDERSON, D.S.O., M.C.

The Seaforth Highlanders.



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AND
THE CARE OF POLO PONIES
IN INDIA

BY
MAJOR F. ANDERSON, D.S.O., M.C.
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CONTENTS.

	PAGE
CHAPTER I.—The Main Principles of How to Play the Game ...	1
„ II.—The Positions of the Various Players ...	5
„ III.—The Duties of Nos. 1, 2, 3 and Back ...	11
„ IV.—Polo Ponies ...	29
„ V.—Stable Management—Feeding, etc. ...	40
„ VI.—Saddlery, Polo Bits, and Polo Sticks ...	57
„ VII.—Shoeing ...	65
„ VIII.—Simple Veterinary Notes ...	73
„ IX.—Hints on Polo Tournaments ...	104
„ X.—Regimental Polo Clubs ...	118

CONTENTS

CHAPTER I—The State of the Republic of the United States	1
CHAPTER II—The Position of the Republic of the United States	11
CHAPTER III—The Position of the Republic of the United States	11
CHAPTER IV—The Position of the Republic of the United States	11
CHAPTER V—The Position of the Republic of the United States	11
CHAPTER VI—The Position of the Republic of the United States	11
CHAPTER VII—The Position of the Republic of the United States	11
CHAPTER VIII—The Position of the Republic of the United States	11
CHAPTER IX—The Position of the Republic of the United States	11
CHAPTER X—The Position of the Republic of the United States	11

PREFACE.

This small book is simply written for the young officer when he first arrives in India, and not for those who are old polo players, who understand the game and the gallant animal which carries them. I write this book with trepidation and all humility, and would ask all polo players with experience to deal kindly with me in the many points they are bound to disagree. I simply write from 20 years' experience of the "Gallopig Game," and the hope that my few remarks may benefit the novice and make him realise that "Unselfishness, self-effacement, and playing for the side" counts as much in polo, as they did in the Great War; more need not be said.

F. ANDERSON, MAJOR,
The Seaforth Highlanders.

November 1921.

CHAPTER I.

Main Principles of Polo.

Before I begin this chapter, one must presume that the reader has digested the rules of polo, and also studied carefully the numerous plans showing "Fouls" as depicted in the I. P. A. Calendar. I have found recently that quite a large number of old hands are not as well acquainted with the inside of the I. P. A. Calendar as one would expect them to be, this is demonstrated by the indifferent umpiring one sees very often in tournaments.

The General Principles of Polo have not really materially altered since the abolition of the "Off Side" rule, although now the game is undoubtedly faster and more open. Modern Polo is very similar to Association Football, the No. 1 and No. 2 being the Forwards, No. 3 the Centre Half, and No. 4 the Back; and team play in polo is just as essential as it is in football. This point the novice should always bear in mind, that individual play will never in itself make up for lack of team work, which is the most important factor in making up a polo team. This team work was the predominant feature in the 10th Hussar polo team that won the Inter-Regimental for 5 successive years in India. How many times have we all heard this remark "He is a very fine horseman and hitter, but he doesn't play polo."

This usually means that when you put this man into a team, he always plays brilliantly but selfishly, with the result that he puts the other members of his team completely out. This team work will only come with real hard work, knowledge and practice. The following few points should always be kept in mind by the novice :—

- (1) Always ride hard.
- (2) Always mark your man when on the defensive, and remember that both in attack and defence if you cannot hit the ball yourself, take good care that your opponent doesn't either.
- (3) Complete obedience at all times to the players behind you, who are bound to see things that you cannot.
- (4) Never take a difficult shot at goal, if by passing the ball to another player on your side, you can give him an easy shot.
- (5) Make as certain as possible that when you do get the ball in front of goal, you put it through the posts, as the match is won by goals and not by shots that come under the heading of "Bad Luck."

In connection with (5) I would most strongly recommend the novice never to take a full shot (probably a slashing sort of shot) at goal after he has passed the 40 yard flag, he will find it much easier to control the direction of the ball by using the half shot, which likewise tends to keep the ball in play, a very important point which will be dealt with later on. There are roughly three broad lines on which

one can build up one's team play, in all cases the No. 1 and No. 2 should be interchangeable:—

(a) The No. 3 changing both with the No. 2 and Back as occasion offers.

(b) The No. 3 changing with the No. 2 but not with the Back, who keeps well out of the game.

(c) The No. 3 changing with the Back only, and rarely changing with the No. 2.

Of these three schemes (a) would obviously appear best, and undoubtedly is so, in an old seasoned team where all are equally good hitters and know the game. However it tends to get players very much out of their places, and one must have a 1st class team to adopt this scheme.

(b) works quite well when your No. 2 and No. 3 are equally good back-hander hitters and are also mounted on equally quick ponies, also your Back must be very steady and a long hitter.

This tends to put the players considerably less out of their places than (a).

(c) I have found works very well in a young team, where the No. 2 was a very weak back-hander hitter, and was not mounted on really quick ponies, and the Back a weak uncertain player.

Of the three plans I think I would adopt (c) for a novice's team, providing your No. 3 is outstandingly the best player in the team, as he must continually feed his forwards with long hitting, but must rarely go up himself, so as to be at hand to help his Back when on the defensive.

Before I close this chapter, I should like to say a word for the benefit of the beginner. One often hears the remark "I hit 5 goals to-day," this shows the wrong spirit, and he probably wouldn't have hit 1 goal, if the other players on his side had not placed the ball for him; every goal the side gets is usually contributed to by all the players, if one works it out from the beginning. In the next chapter I will deal with the positions of the various players which come in the course of the game, with a few hints that may be found useful.

CHAPTER II.

Positions of Players.

The following few diagrams may be of service to the novice in where to place himself under the different circumstances of the game; I know old players will possibly disagree in much that I have set down, but all must learn by experience, and in course of time the novice will naturally hold his own views. I simply set down what I have myself found of use.

Plate I shows the position of a team for a "Throw In" from the centre of the ground. I suggest No. 2 being nearest the Umpire, as this will allow No. 1 to get up into his place if No. 2 can meet the ball. No. 3 should be slightly back from the general line of Nos. 2 and 1 in case the ball passes both.

The Back should face his own goal so as to be ready to gallop back in case the opposing forwards get away with the ball. A point to be remembered by both No. 1 and No. 2 on the "throw in" is to have their sticks ready on the ground, and their ponies as close as possible to their opponents.

When the ball goes "out of play" over the side line, the team should line up the same way, the No. 2 not being nearer the side line than 5 yards;

it is essential that the moment the ball goes over the line the whole team should gallop to the spot and immediately line up.

Plate II shows the position to be taken up when the Umpire stops the game when the ball is in play, such as at the end of a chukker, or the ball broken, but not for a foul. Remember the Umpire always throws the ball in from the place where the ball was, when he blew his whistle, and from the centre towards the nearest side of the ground.

Note particularly the position of No. 3, he is in a position to do anything in either attack or defence.

Plate III shows suggested positions of both sides, on the "Hit Out" from behind. The Reds have hit the ball behind Black's line. Taking the positions of the Black side first, it is a matter of indifference whether the No. 3 or the back hits the ball out, the deciding factor being that the best "Hitter Out" of the two should do it. No. 2 takes up his position near the side line about the 60 yard flag, but again, this distance may be increased or decreased according to the length the Back or No. 3 usually hits out; No. 2 is the sole judge of this. No. 1 should get on to the Back. Thus the Black "Hitter Out" has two courses open to him, either to hit up to his No. 2 or else hit across his own goal to his No. 3 or Back as the case may be; this latter course is not so dangerous as it may appear, especially against an undrilled team, and is very useful when your No. 2 is being very well marked. As a general rule I have found that during

PLATE I.

BALL THROWN IN FROM CENTRE.

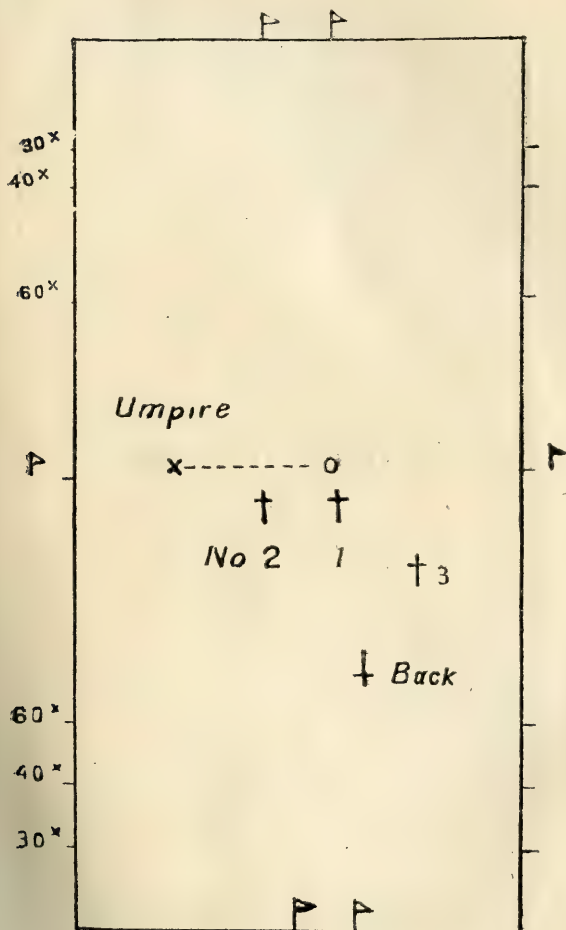


PLATE II.

GAME STOPPED, NOT FOR FOUL.

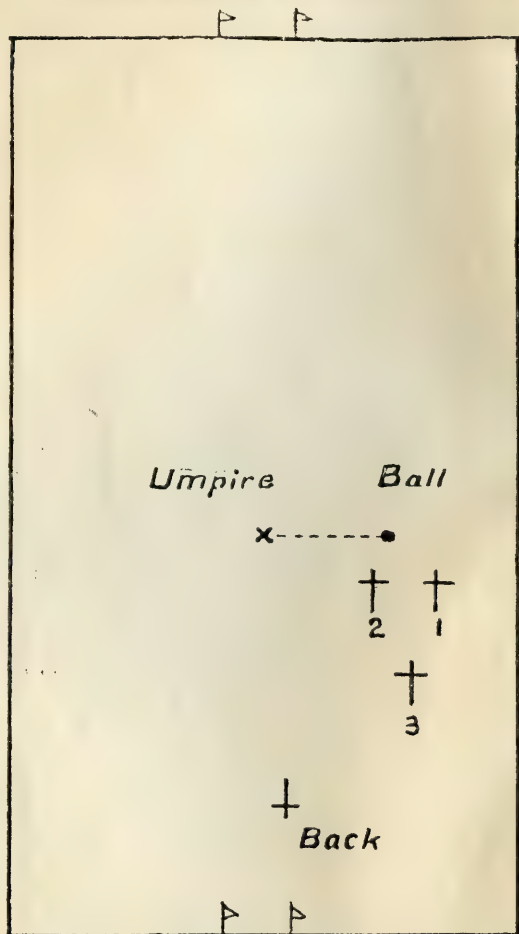


PLATE III.

HIT OUT FROM BEHIND.

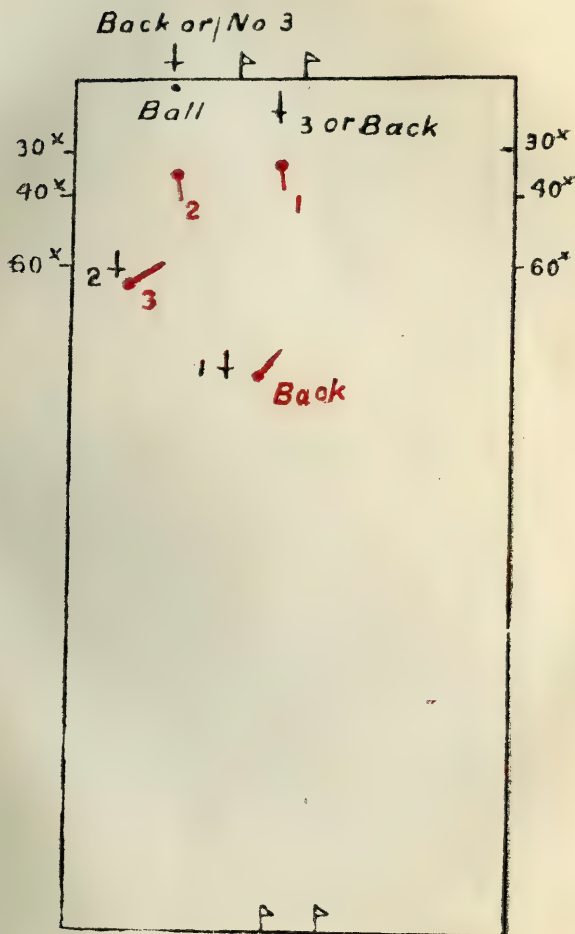
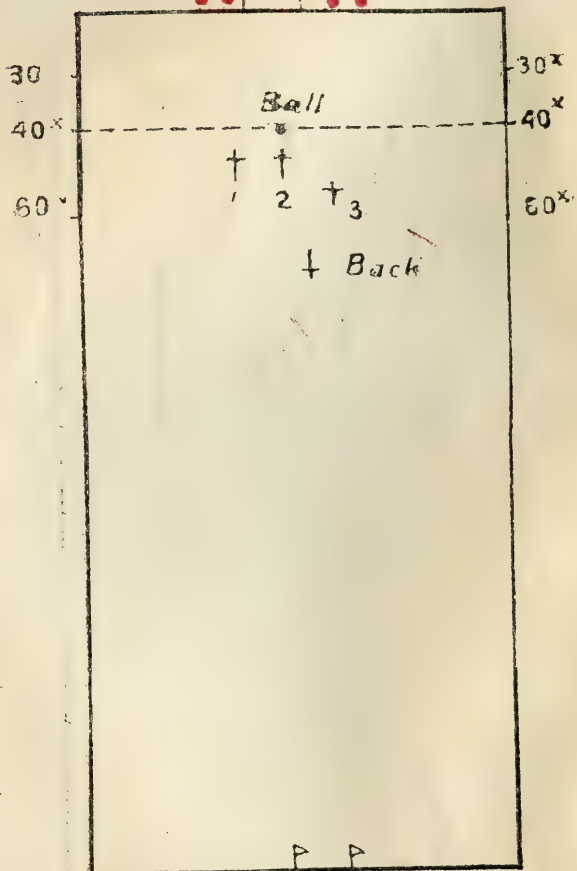


PLATE IV.

DANGEROUS FOUL, 40 YARD HIT.

1 Back 3 2

! ! P P ! !



a match I hit out about twice to my No. 2 against once to my Back.

Now to take the positions of the Red side, No. 3 should at once get on to the Black No. 2 and stop him getting away with the ball; personally I think that is the most dangerous thing in the world for the No. 3 to try and meet the hit out, and in my opinion should only be attempted on a perfect ground and against a slow bad hitting team. Red No. 2 should always try and meet the ball, the distance beyond the 30 yard flag he should stand depends entirely on the length of ball the opposing "Hitter Out" usually gets. Red No. 1 should take position just beyond the 30 yard flag and watch the Black No. 3 or Back in front of goal, he is responsible that he does not get away with the ball if the "Hitter Out" hits across his own goal to him. He also sometimes has a chance of meeting the ball, but he must take care that by so doing, he does not get in the way of his own No. 2, whose primary job it is.

Plate IV shows the suggested dispositions for a "Dangerous Foul" (40 yard hit).

The Red side have given a dangerous foul. The straightest surest hitter on the Black side should take the "free hit," preferably the No. 1, 2 or 3. The Back, for safety's sake, is wise if he faced his own goal, as I have known of the opposing side meeting the free hit and getting clean away with the ball.

The principle that I have placed the Red side on is that the No. 1 and No. 2 should gallop forward the moment the ball is hit, and that the No. 3 and Back should defend the goal; to get the best result it is obvious therefore that the No. 1 and No. 2, or No. 3 and Back, should not be both on the same side of the goal posts. The important thing to remember is that the two most reliable members of the Forward and Back divisions should always go on the left of the goal posts, as this enables them to have a chance of meeting a ball going straight for goal, on the "off side" of their ponies. In the plate I have put No. 2 and No. 3 as the two reliable members of the Forward and Back divisions.

It is obvious that the No. 3 and Back should stand next to their respective goal posts, as it gives them a better chance of blocking the goal mouth.

Plate V shows the two dispositions that may be taken up for an Ordinary Foul, when the side fouled makes the offenders hit out from behind as in (A) or when the side fouled elects to take a free hit from where the foul occurred as in (B). Now perhaps it would be useful to say a word about which one would usually elect if one is Captain of the side fouled, personally I always elect (B) except when the foul occurred within 40 yards of my goal line; the reason of this is that the majority of teams have a big "Hitter Out" and if they are a well schooled team usually benefit enormously from a "hit out" from behind; also the team fouled only

PLATE V.
ORDINARY FOUL.

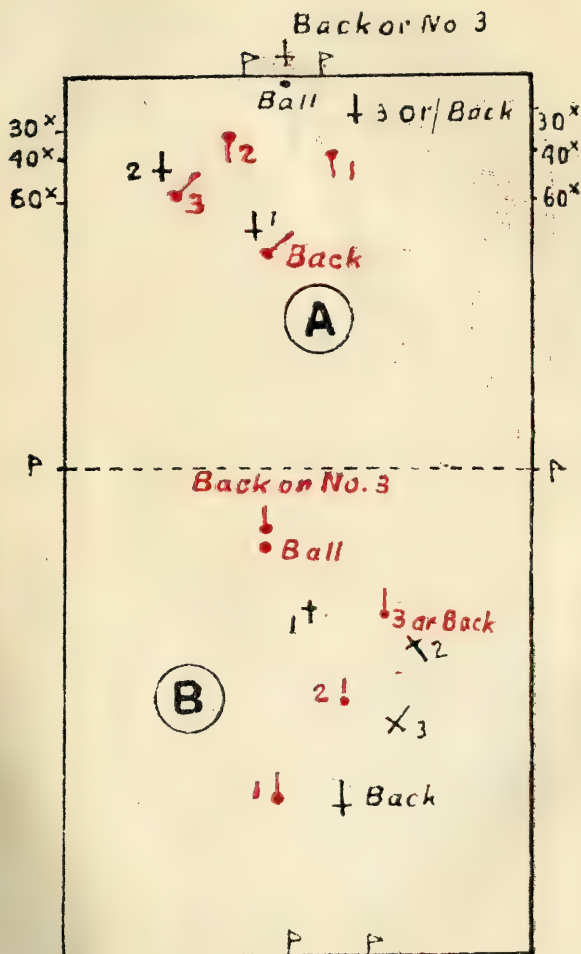
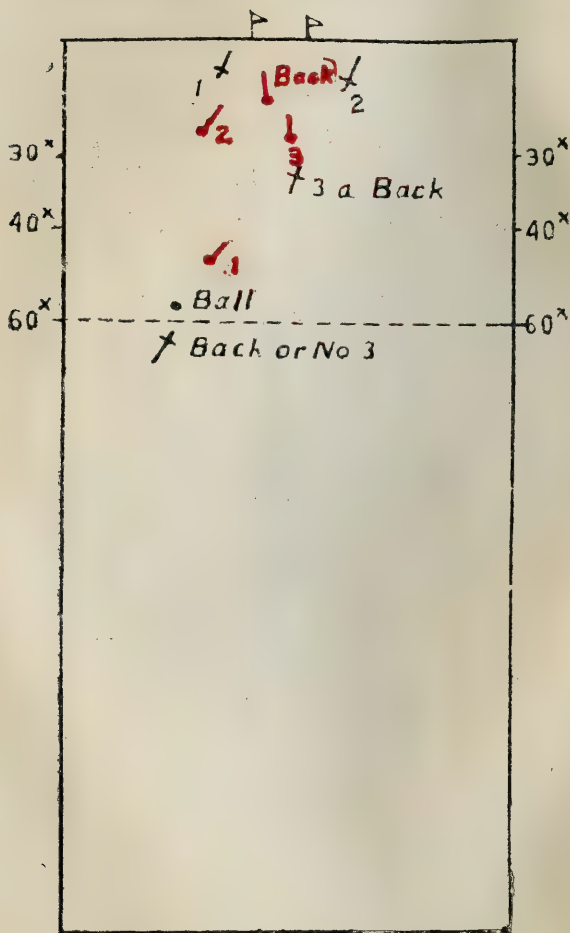


PLATE VI.

HITTING BEHIND, BY SIDE DEFENDING.



have two players really on the offensive (*i.e.*, facing their opponents' goal), whereas in (B) the side fouled are all on the offensive, and the side fouling usually only have two players facing their opponents' goal.

A few details now about the position of the players in (A); we will take the Black side first, No. 2 is in very much the same place as in an ordinary "hit out" but he should not be any way near so close to the side line, as he is for an ordinary "hit out," otherwise it makes a very difficult angle for the "Hitter Out." No. 3 should be on the opposite side of the goal posts to No. 2, and only about 20 yards distance; personally in this case I usually hit out to him and not to my No. 2 because it is a much easier shot, than a cut shot to No. 2 which is bound to lose in length.

The positions of the Red side are practically the same as for an ordinary "hit out." In (B) the Black No. 1 should meet the ball, and if he does not do so, the whole team will still be in their places marking their proper men. Black No. 2 should also try and meet the ball if it is hit to Red No. 3 or Back; there is no need to make any remarks about the Red positions.

Plate VI shows suggested dispositions when the Red side have hit behind their own back line. The Black No. 1 and No. 2 have their ponies' heads facing their own goal, the reason they are placed thus is to prevent a crooked shot going behind, and to put the ball back into the centre for the No. 3 or Back.

The Red No. 1 should try to meet the ball, and the Red No. 2 and No. 3 should block the Black No. 1 and No. 2, respectively.

CHAPTER III.

Duties of Players.

Before I commence this chapter about the duties of the various players I should first say that I most strongly advocate the principle that the shortest way to the goal is along an imaginary straight line down the centre of the ground to the goal posts. A young team should not attempt the long passing across the ground game, as it requires long certain hitting, ability to hit a long ball at difficult angles, complete understanding among all members of the team, and thoroughly hard well conditioned ponies, as it is obviously harder on the ponies as they have so much more ground to cover. In big tournaments this last season I only saw one team that could carry out this long passing across the ground game, whilst I saw a few others that attempted it with most disastrous results, as the individual hitting was obviously not of a high enough order. The main principle to bear in mind is that you win your match by hitting goals; and by keeping the ball as near this imaginary centre line as possible, you will simplify your shots at goal, a most important factor.

With this end in view, I would impress on a young team two points :—

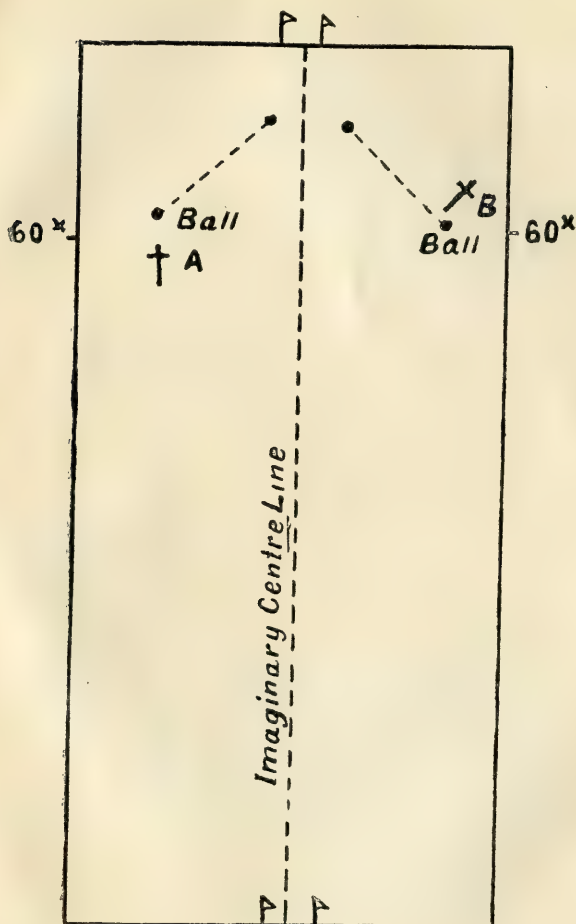
(a) In the attack, after any member of the team has passed the 60 yard flag with the ball, he must put it back into the centre.

(b) The ball must not be allowed to go behind your opponents' back line, except through the goal posts.

I should like to make a few remarks as to (a), namely, the best way to centre the ball after you have passed your opponents' 60 yard flag, see Plate VII; if you are on the left of the goal (as A) the easiest shot is a near side forward shot under your pony's neck, as the natural tendency is, in taking this shot, to hit too much across; and with the average player also to hit rather too weakly, with the result that the ball is probably kept in play, which is all to the good. If, however, you are on the right of the goal (as B) the safest shot is to hit an off side back-hander under your pony's tail, with a little practice in swinging your pony, this is a very simple shot, and the chance of sending the ball behind very remote; on the other hand if you hit the ball under your pony's neck the natural inclination is either to hit too much or too little across, and in either case the ball will probably go behind, as it is an easy shot to get the necessary length for a hit at goal. With reference to point (b) I should like to quote an American Polo player's remark to me once, namely, "Hitting the ball behind your opponents' back line is worth half a goal to him."

This is undoubtedly absolutely true, as the ball going behind finishes your attack for the moment and enables your opponents to have an opportunity of getting on the offensive, particularly with a well drilled team and a big "Hitter Out." Therefore

PLATE VII.





all members of the team should do everything in their power to only send the ball behind through the enemy's goal posts.

Personally I have always found that it answers to make my team only take half shots when they get in front of goal, and always if possible make short passes to other members of the team, if they happen to be more favourably situated than the actual striker. It is certainly not spectacular but it pays in the long run. With these few observations I will now go into the duties of the various players, with perhaps a few useful hints in carrying them out.

No. 1.

Before the abolition of the "Off Side" rule the position of No. 1 was indeed a thankless task, and the novice who was made to play No. 1 had usually a dispiriting job in front of him. When the "Off Side" rule was in force it always used to surprise me why most teams used to put their weakest player at No. 1, because he always had to attempt to play in the most difficult position in the team against probably the best and most knowledgeable player on the other side, also by the rules of the game the Back was bound to have 6 to 4 the best of it every time.

However by the abolition of the Off Side rule the whole situation (from the No. 1 point of view) has utterly changed and now the No. 1 meets the opposing Back on level terms, and from the

most thankless position to play in, it has become quite the nicest in a good team.

There is one point however that has been very noticeable in the last few years, and that is, that the players who have never done the druggery of playing No. 1 under the old rules do not seem to understand the art of riding out, or sticking to a man when one has the worst of the ride in the hopes of putting him off his shot.

Under the present conditions the No. 1 should be the best goal hitter of the side, and all other members of the team should bear this in mind, and whenever they see an opening should pass the ball up to him. Broadly speaking the general principle for No. 1 to remember is that at all times he is responsible for the opposing Back, and when the ball is in play he should rarely if ever be more than two lengths away from him; when his own side are on the offensive he should try and keep in front of the enemy's back so as to be in a position for his own side to hit up to him, and when his side are on the defensive he is responsible that the opposing Back does not come up into the game and do any damage; in this connection the No. 1 would be wise to ride the Back hard, although he may not be actually near the ball at the time, so as to make certain the Back does not slip up into the game and hit a goal from a ball placed nicely in position for him. If we accept this broad principle, and the No. 1 realises that all his own side are out to feed him with the ball on every possible occasion the game offers,

PLATE VIII.

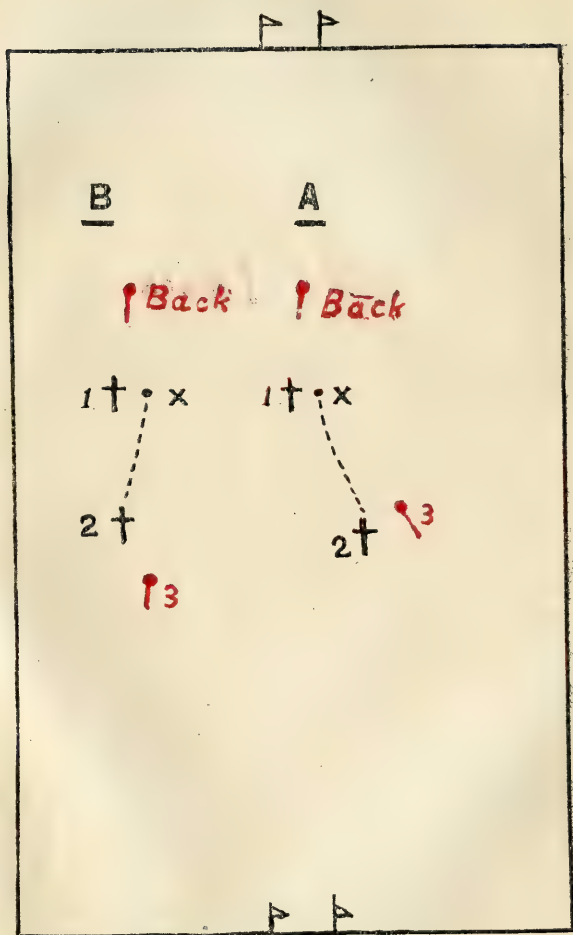
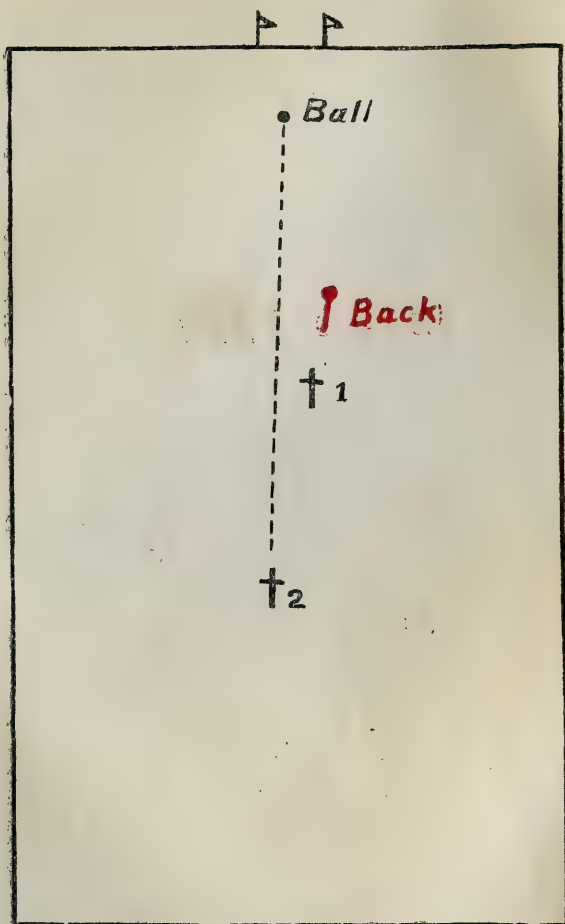


PLATE IX.



then the following hints may be of use; they are three of the commonest situations he will probably find himself in:—

(a) “Not hitting beyond opposing Back”—(Plate VIIIA).

Black No. 1 has been unable to get up or beyond his Red Back, Black No. 2 hits the ball to X short of the Red Back, but is himself ridden off by Red No. 3. Black No. 1 should not hit beyond the Red Back but should keep the ball behind him by short shots, until within shooting range, when No. 1 should take his shot at goal.

If however the Black No. 2 is not ridden by Red No. 3 (Plate VIIIB) and is in fact loose, then Black No. 1 should not touch the ball, but at once get up level with the Red Back, ready to either ride him off the ball or slip past him, according to the instructions shouted by his No. 2. If his No. 2 hits short of the Red Back then he will get the order “Ride him,” if his No. 2 hits beyond the Red Back he will probably get the order to “Take it.”

(b) Hunting the Back—(Plate IX.)

The Black side are on the offensive and Black No. 1 has been unable to get level or in front of the Red Back. Black No. 2 in error hits beyond the Red Back. Black No. 1's job is now to gallop hard after the Red Back, so as to make him take his back-hander “all out,” this will make it much more difficult for the Back to place his shot. It is no use

Black No. 1 hanging back on the hopes of meeting the Back's back-hander, and if he does so, it means that the Back has an opportunity of turning on the ball.

(c) Nursing the ball—(Plate X.)

This is perhaps the commonest situation the No. 1 has to deal with.

The Red side are on the offensive, and the ball has been hit up to the Red No. 2 at X, however the Black No. 3 having ridden Red No. 2 off or else slipped past him, takes a near side back-hander to Y. The Red Back, rather anticipating this shot, immediately turns his pony, thus leaving Black No. 1 with the ball, it is no use Black No. 1 hitting a back-hander because none of his own side are turned up, and it would only mean giving the Red Back a free back-hander which he could take at his leisure. No. 1 should in this case "nurse the ball" and at the same time shout to his No. 2 to turn up, when the Black No. 2 has done this and got galloping, then the No. 1 should hit to him. There is a great art in this "nursing the ball" and gaining time for your side, which a No. 1 would do well to practise. I have only mentioned these common situations that the No. 1 has to deal with in the course of the game, there are naturally a great many others, but these will be quickly picked up as the player gains experience. No. 1, in a team that tries to play polo, has an excellent time, and if he is naturally quick and clear headed will give his opposing Back a very difficult task.

PLATE X.

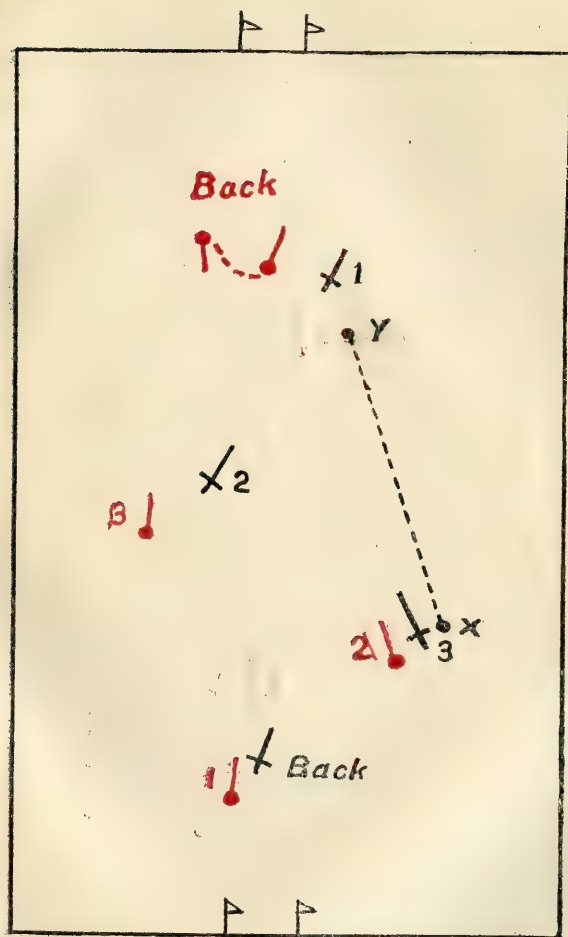
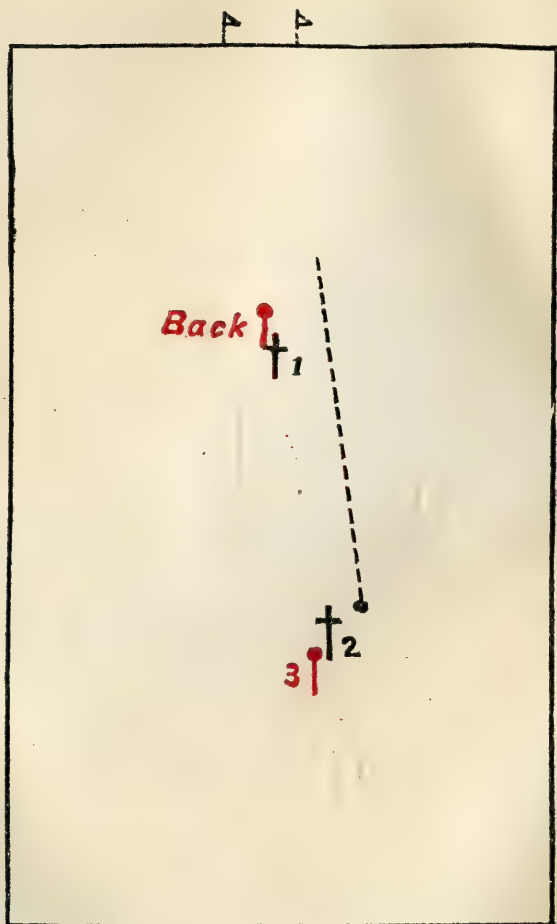


PLATE XI.



No. 1 should always keep in mind that he must mark his man when his side is on the defensive, a point I have found he is very often apt to forget.

No. 2.

This is perhaps the easiest place to play in the team, and like No. 1 he must be a good goal hitter. The general principle the No. 2 should always remember is, that when his side are on the offensive he should devote all his attention to the attack and not worry about the opposing No. 3, but when his side are on the defensive he should mark his man (No. 3) and stick on to him like glue.

The following few hints may be found useful :—

(a) Hitting up to your No. 1—(Plate XI).

When your Black No. 1 is level or in front of the Red Back, and you are ridden, or going to be ridden off by Red No. 3, you must hit up to your No. 1 with orders to “take it.” If you take a short shot and shout to your No. 1 to “ride the man” the Red No. 3 will probably ride you off the ball before you can take another shot, and the Red Back will suddenly turn up and get away with the ball thus left; this is not particularly difficult for him to do, especially if Black No. 1 cannot pull back in time after receiving the order to “ride the man.”

(b) Hitting short of your No 1—(Plate XII).

When you Black No. 1 is behind the Red Back and you yourself are loose, it is advisable to take a

placing shot behind your No. 1 at the same time giving him orders to "ride the man." If you attempt to hit up to your No. 1 the chances are that you will give the Red Back an opening for a back-hander.

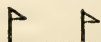
(c) Centering a ball for his own No. 3—(Plate XIII).

No. 2 must always bear in mind that he himself is closer to the enemy's goal than his No. 3 usually. With this point in view whether he is on the left of the goal or on the right of the goal he should hit a back-hander under his pony's tail into the centre, if he is on the left of the goal a near side back-hander (at the same time swinging his pony) and if on the right of the goal an off side back-hander; this all tends to keep the ball in play and gives his No. 3 a chance of utilising his pass.

(d) Hitting a ball up to No. 1 on the correct side—(Plate XIV).

This really applies to all members of the team hitting to each other, but perhaps particularly to No. 2 when hitting up to his No. 1, Black No. 1 is ahead of Red Back, Black No. 2 is going to be bumped by Red No. 3. Black No. 2 should hit to X with Orders to No. 1 to "take it," if he hits to Y it will give the Red Back a chance of hitting a back-hander on the near side of his pony. Before I close these notes on the duties of No. 2 I should like to say that I have found the following remarks very

PLATE XII.



Back †

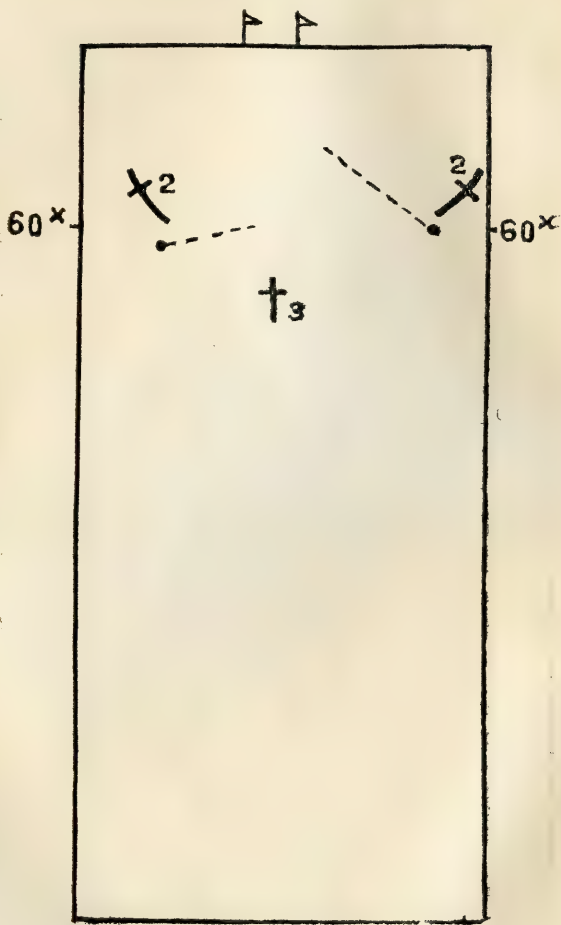
†₁

†₂

†₃



PLATE XIII.



useful to a beginner, who just knows the bare principle of attack and defence :—

(a) Always try and hit on the correct side of your No. 1.

(b) When your No. 1 is in front of the opposing Back always hit up to him, and when he is behind his back always place your shot short of him. Of course these two remarks are very crude, but it never pays in a young team to burden them with too much detail, which after all is only learnt really by experience.

No. 3.

We have now dealt with the two forwards of the team, and now comes the Centre-half the No. 3. This is quite the most difficult position in the team to play, and the No. 3 does more to make or mar the team than any other player. It is a place that can only be learnt by years of experience and practice, as his play alternates between attack and defence extraordinarily quickly, also he usually has not the time that the other members of the team get. The No. 3 must be essentially a quick player both with his stick and the strokes he makes, he must also be able to control the length and direction of the ball both in his forehand and back-hand shots.

When the "Off-side" rule was in force one of the finest No. 3's in this country was essentially a short hitter, but with his knowledge of the game and its various tactics, he made a wonderful team;

however under the present rules I do not think this would hold good, and now a good No. 3 must be a powerful hitter as the game has become so much more open.

The general principle for playing No. 3 is in the attack to feed your forwards with the ball, and in the defence to mark your opposing No. 2; this sounds more or less simple, but as everyone knows who has played No. 3 that it is very difficult to carry out. I have already said in the early part of this book that perhaps the best scheme to run your team on is for the No. 3 to rarely change places with his No. 2 but to keep both the No. 1 and No. 2 in front of him in the attack and to feed them with the ball, this will keep all three players in their places; he may however sometimes change with his Back. This scheme was noticeable in the Jodhpore team that played in the Duke of Connaught's Cup at Delhi this year, the Maharaja of Rutlam (who is, in my opinion, the best No. 3 at present in this country) kept well behind his No. 1 and No. 2 in the attack, and by his beautiful long hitting kept them fed with the ball the whole time. The whole art of playing No. 3 is anticipation of where each shot is going to, to carry this out you must keep in your place (at the slowest pace compatible with keeping your place) with your pony always going well collected, and ready to jump off at a gallop in any direction.

The distance you keep behind your No. 1 and No. 2 depends on firstly the length of ball you can

PLATE XIV.

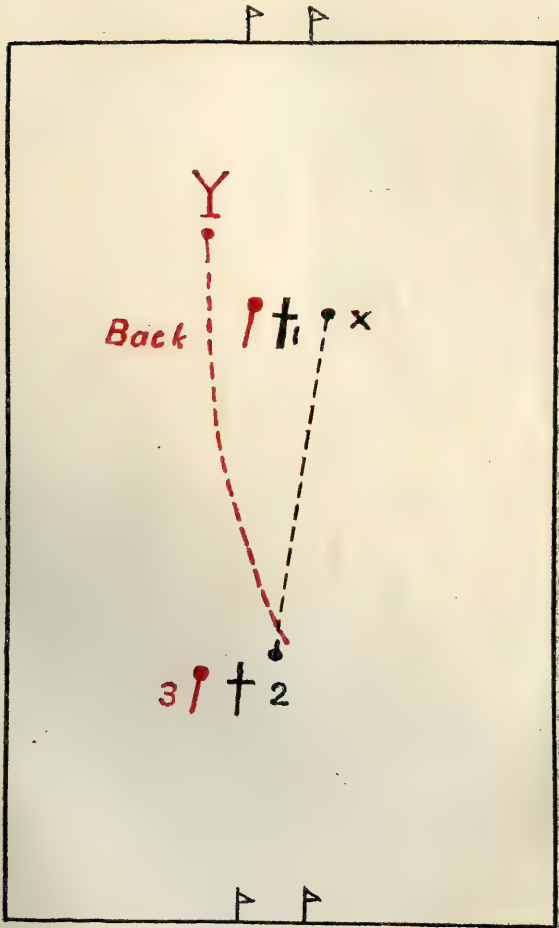


PLATE XV.



Back | †₁

|₃

2 † • *Ball*

3 †

|₂

hit all-round your pony and secondly the distance you are away from the enemy's goal, as obviously you would be closer your No. 1 and No. 2 as the game gets nearer the opponents' goal. In the course of a game the No. 3 usually gets a certain number of longish shots at goal but more frequently his long shots are purely placing shots for his forwards to utilise.

He should always try and hit on the correct side of his forwards (*vide* Plate XIV) and usually when I feed my forwards I always shout to the man who is to take the ball on, for instance in the attack if I see my No. 1 in front of the opposing Back I try and hit right up to him, and not to my No. 2, at the same time telling him to "take it."

Very often the No. 3 has clear openings to go right through the game, and of course he should take advantage of them, provided he is absolutely certain there is every chance of his succeeding and he knows his own No. 2 will automatically take his place for the time being, but No. 3 should use these openings very sparingly as nothing tends to disorganise a team so much as the No. 3 continually going right through the game; you will rarely find this in a good team as it is a form of selfish play and a No. 3 must at all times play unselfishly if he wants to have a good team.

The following few hints I have found useful in playing No. 3 :—

(a) **Making your No. 2 leave the Ball—(Plate XV).**

Black No. 1 is either level with or beyond Red Back. Black No. 2 gallops up and is just going to take a shot at the ball, when Black No. 3, seeing the position of Red No. 3 and being himself unmarked, shouts to Black No. 2 "leave it" and then hits a long ball up to Black No. 1 with orders to "take it"; in the meanwhile his No. 2 has got up to the Red No. 3 and if he is quick probably beyond him. If Black No. 3 had allowed Black No. 2 to take the ball in the first instance the chances are that Red No. 3 would have been able to take a back-hander, which might have turned the tide of the Black attack, particularly in view of the position of the Red No. 2.

All the foregoing remarks have been applicable to the attack, I should now like to say a few words about the defence; if No. 3 makes it his business to keep his place and feed his forwards (and not fly round the ground on all occasions) he will find his defence much easier to grapple with, as by keeping behind his forwards in the attack he is in a very much better position to immediately assume the defensive when necessary.

When on the defensive it often pays best not to actually ride your opposing No. 2 when he is not in possession of the ball, but to keep a good horse's length in front of him, particularly so if you are playing with an uncertain Back on your side—see Plate XVI.

Red side are attacking and Red No. 3 hits to X, Black No. 3 marking his man (a length ahead

PLATE XVI.

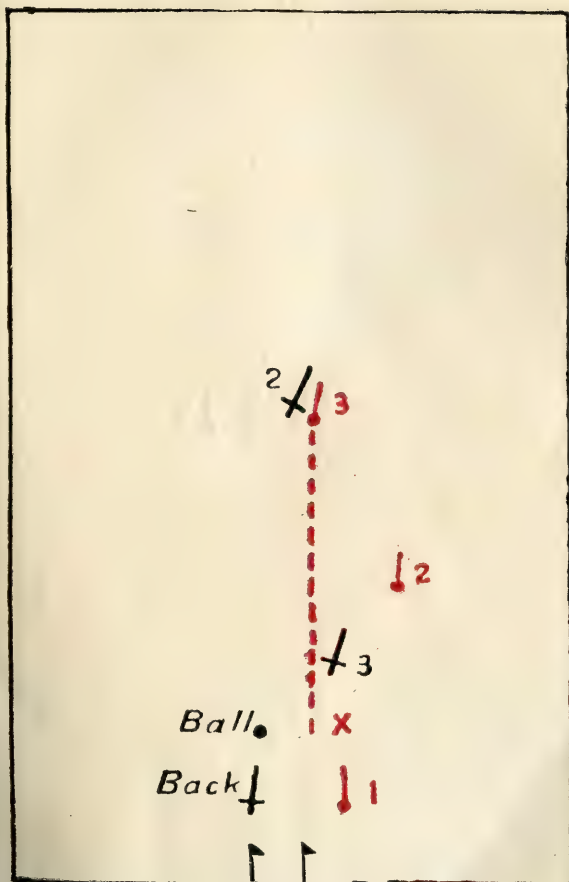
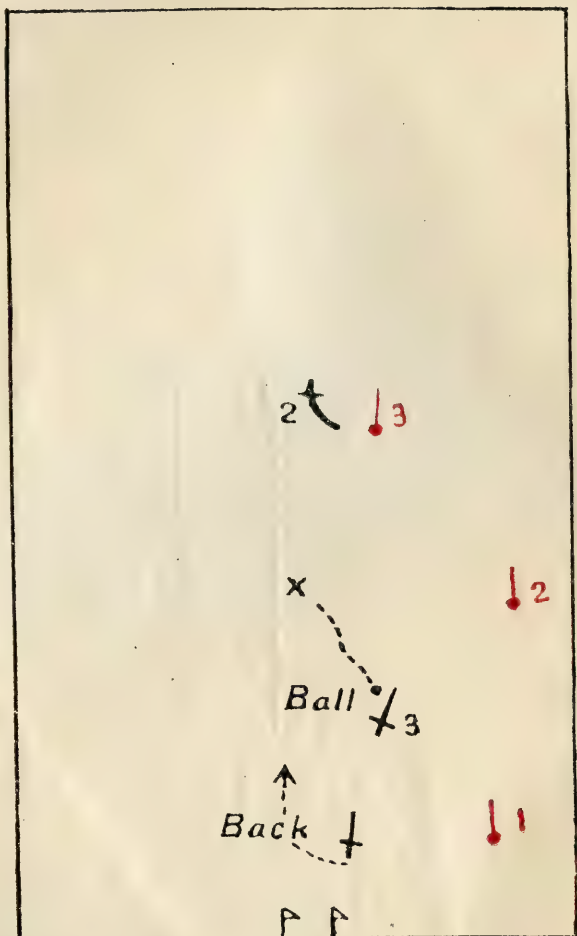


PLATE XVII.



of Red No. 2), seeing that Red No. 1 will probably get the ball, and even if his Black Back does get there first he will not be able to either place his back-hander or get the required length of ball, he should shout "Back, Ride the man," if the Back does this, both the Back and No. 1 Red gallop over the ball, as in the Plate, thus leaving the ball for the Black No. 3 who can take a back-hander more or less unworried, hence will be able to place the ball to his own No. 2, who would have turned in anticipation of this back-hander. In continuation of this I have found the following work quite well—(see Plate XVII).

When Black No. 3 comes up to take his back-hander, he only hits a short, cut shot to X and at the same time orders his Back to "turn up," this will usually let the Back clean away if he can stop and turn his pony quick enough. Black No. 3 should then take Back's place for the time being.

This scheme is only safe when the No. 3 and Back are both on the same side of the opposing No. 1 and No. 2, in the Plate they are both on the right of their opponents. It works equally well if they are both on the left of the opposing No. 1 and No. 2, the No. 3 would in this case hit a short shot under his pony's tail.

Plate XVIII shows a useful piece of defensive combination between the No. 3 and Back.

The Red side are on the attack, both the Red No. 2 and Red No. 3 are on the side of the ground,

Red No. 3 hits the ball to X. Black No. 3 can just get possession of the ball, Red No. 2 being on his heels. Black No. 3 should hit the ball under his pony's neck to Y at the same time shouting "Back, turn up," this will enable the Black Back to get clean away.

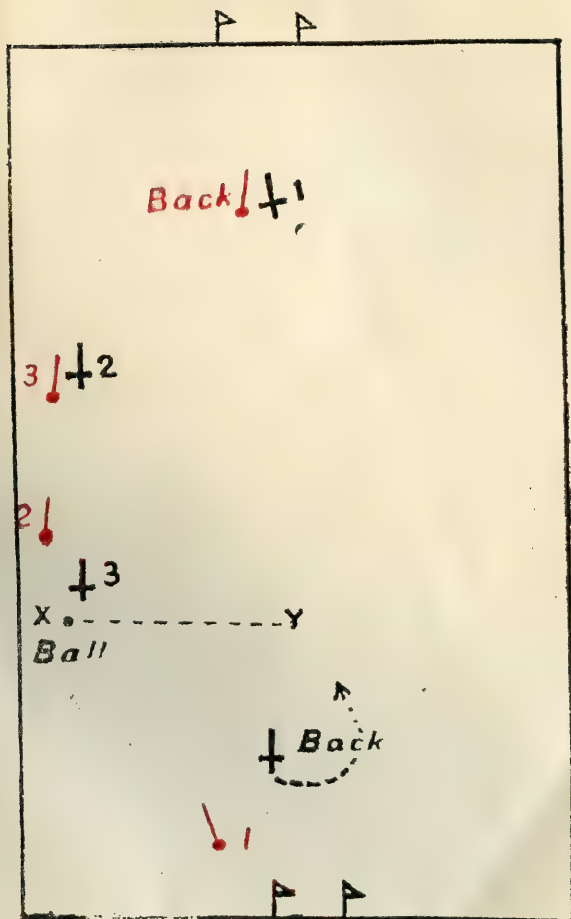
In this case if Black No. 3 hit an ordinary back-hander the chances are that it would be stoped by the Red No. 2's pony, or else met by Red No. 3 who has slipped past Black No. 2. This, I know, is a dangerous piece of play, but it very often pays, and I saw Patiala this year bring it off most effectively on a good many occasions.

Before I close these remarks about the No. 3, I would certainly say that it is the brainy place in the team, and the success or failure of a team depends on how No. 3 can make the other members combine, he is the link between the Forwards and the Back, and must be ready at all times to help either when necessary, for this reason he must be the most knowledgeable and steadiest player on the side. In my opinion it is the only place from which to captain a team.

Back or No. 4.

The "Back" after No. 2 has perhaps the easiest place to play in the team, however it is not the place to put a player who suffers from nerves; as we all know the horrible feeling of going at a back-hander in front of your own goal, quite by yourself

PLATE XVIII.





and all your own side waiting for a long shot, particularly when this incident occurs at the beginning of a match. When the "Off-side" rule was in force, it used to be a tophole place to play in, and if you were well mounted on heavy ponies and knew the game, you could be as slow and heavy as you liked yourself. As a Back under those conditions you only required to be a steady big hitter; the whole situation has now changed, and the big 16 stone slow back has disappeared, and in his place a quick hard hitting one arrived. Personally I have found it much more difficult to train a beginner to become a moderate Back than to become a passable No. 1 or No. 2.

However Back is a comparatively easy place to play in if one keeps in mind the broad principle that in the attack you keep as close up into the game as you dare, ready for any openings that may occur yet with one eye always on the opposing No. 1, and in the defence you are responsible for marking the enemy No. 1.

The real difficult question to decide is, how close up to the game should the Back keep; personally I think it entirely depends on the man himself; if he is naturally quick, a good horseman, and well mounted, he can afford to keep quite close up into the game, as there is not so much chance of his being slipped, if on the other hand he is naturally slow and not particularly well mounted he should keep well out of the game so as to always give himself the start. It is obvious that a Back that keeps

too far out of game makes his team play 3 against 4. Another factor to consider is the length of ball the Back can hit, if he is a weak hitter he must keep close up into the game, otherwise his balls will not come up to his forwards, if on the other hand he is a long hitter he can afford to keep further out. In this connection I would most strongly advise a young player playing Back to get into the habit of always galloping at his back-handers "all out" and not taking a pull at his pony, he will obviously then not have so far to hit the ball, and it will materially help him in a fast game, especially when his side are having rather the worst of it.

I would like also to warn a young player against the habit they very often get into of "pulling up on their back-handers," the reason of course they do it is, they think thereby they will be more certain of hitting the ball, this is a very dangerous habit, because not only do they put their own side completely out, but they are very apt to foul the opposite side, and a really quick No. 1 will take the ball away from under their very nose.

Another point the novice should be particularly on his guard against is "turning on the ball" instead of taking an ordinary back-hander, there are very few occasions during the course of the game where it is at all justified, as nothing puts a side out more than having a Back continually doing this, the reason being the other members of the team never know whether to turn up or not, and likewise it is a frequent source of fouls.

I am personally very averse to the practice of a Back continually coming up through the game, it tends to put the other members of the team out of their places, and usually costs goals; the best Back I saw this year at Delhi most noticeably kept his place the whole time, and only twice in one match did I see him come up through the game.

I think the Back and No. 3 should change places at times, *vide* Plates XVI, XVII and XVIII, and in no case does one want to cramp the Back, as during the course of the game he is bound to get openings which he should take, but there must be thorough understanding between the No. 3 and himself. I should like to say a few words about the Back "meeting a ball," in my opinion a Back may meet a ball at all times providing (a) one of his own side is galloping towards his own goal free, so that if the Back misses meeting the ball, the other player can take a back-hander, or (b) another player on his own side is behind him, at the moment he attempts to meet the ball.

The Back should never meet the ball, if it is at all feasible for him to turn and hit a back-hander, when there is no one of his side between himself and his own goal, and no player of his side galloping down to take a back-hander, if he misses it, as (a).

Before I close this chapter I should like to say a word upon the subject of "Hitting out from behind" (Plate III); as I have stated before the essential thing to remember is that the best "hitter

out" should normally take the shot; however with a team which has an uncertain Back I am very much in favour of the No. 3 hitting out, and if he hits across his own goal to his Back to take the ball down the ground, it will not disorganise the side anything like as much as if the Back hit out to his No. 3. The reason being that in the former case you have your strong player ready in position for defence in case the Back should miss the ball, or get checked in his run down the ground; whereas in the latter case if No. 3 makes a mistake, the whole onus of the defence will then rest on the weak Back and No. 2 until such time as the No. 3 can get back into his place.

There are three things a young Back should strive to attain :—

- (a) Quickness on to the ball.
- (b) The necessary length of back-hander so as to be able to put the ball up into the game.
- (c) Steadiness, before brilliance.

CHAPTER IV.

Polo Ponies.

This is a very large subject and one that every one is bound to differ about according to their tastes in horse-flesh. I would purely make the foregoing remarks in the hopes that it may assist the novice. Since the abolition of the 14-1 I. P. A. measurement, the Arab pony has practically disappeared from the polo ground, though not quite, as a few of the best ponies playing this year were Arabs. The reason that one sees so few Arabs playing now is that the best bred ones are rarely over 14 hands, and they don't stand much chance against a 15 hand Waler or English pony when it comes to bumping. I was asked this year what I considered was the most suitable height for a polo pony, this was rather a poser, but personally I should say roughly a pony between 14-3 and 15 hands with shoes on.

There are four different classes of ponies to be found generally on the polo ground in India, they are the Australian, English, Country Bred, and Arab, a few notes on each may be of some use.

Australian and English Ponies.

I put these classes together, because the English pony has the same nature as an Australian pony, but is not so hardy or suitable for the Indian polo grounds, owing to the fact of being bred on grass, the going in India is foreign to his nature.

They are undoubtedly the best polo ponies, combining the quickness of the C. B. with the staying powers of the Arab, however they are difficult to train owing to hot headedness and nervousness, consequently they take much longer to train than either the C. B. or the Arab, further it requires a first class horseman to carry out the job well. In selecting an Australian pony, look for the miniature English hunter type if possible, but do not reject a pony because he is light in the limb, because few well bred ones are otherwise, also do not cast a pony that is long in the loin if otherwise suitable, as some of the quickest and handiest ponies playing at the present time have great length behind the saddle, never however buy anything underbred, but do not be guided too much by the head, as an Australian once told me that a great many very well bred ponies in Australia have a large ugly head looking a size too big for their bodies, the reason being that the foal, being by a big sire out of a small dam, took the make and shape of the dam but very often the head of the sire. I should remember that the Australian pony does not stand much knocking about, and a day or two in a train upsets them and pulls them down very much; they are also much more dainty feeders than either C. Bs. or Arabs and in consequence require much more careful looking after.

Country Breds.

The C. B., if a good one, is very hard to beat during his first two polo seasons, after that period

he usually starts to go off and begins to pull at the end of his chukker, and to cut the riding out; however this general remark does not apply to some of the very well bred stud ponies, they are to all intents and purposes practically English or Australian, although I think it very open to doubt whether they have the heart of the English pony, although they may have the make and shape.

There are many C. Bs. playing polo at the present that are well over 12 years old, and some I know which are quite in the first class.

However my advice to the novice is, not to buy a C. B. over 8 years of age, and if he does, not to pay a large figure for it. I have found that C. Bs. make good polo ponies after being raced, especially if they are good over a long distance. It is never advisable to give a C. B. his work on the polo ground (other than actually playing the pony) because if you use them for knocking about practice, you will find they soon learn tricks, as the majority of C. Bs. hate it. The C. B. does not, as a rule, require as much trotting as an Arab or Waler to keep him in hard condition. In selecting C. Bs. first look for breeding, and then choose animals as much as possible, with the make and shape of a miniature English hunter.

There is no doubt that with the present prohibition price of the raw Waler, one should exploit the C. B. more than one does. They are naturally easy to train, and are certainly much quicker "off the mark" than either the Waler or the Arab, which after all is the first essential of a polo pony.

However most old hands have, in the back of their minds, the fact that the C. B., when it comes to a tight thing, will probably let one in badly, and in the old days this was undoubtedly true, but I am not so sure, with some of the Stud bred's playing now, that this holds good, time alone will show, after they have played 4 or 5 seasons.

Arabs.

At the present time there are very few Arabs to be seen on the polo ground, no doubt owing to the abolition of the 14-1 measurement, as I have said before. I noticed this last season that some of the best ponies playing were Arabs; and in view of the expense of the raw Waler, with the very great uncertainty of ever making him a tournament pony, I consider that a man, who is really a light weight, might do much worse than by mounting himself on Arabs, particularly as he has a chance of buying them at a moderate figure off the race course. I most strongly advocate buying Arabs for polo off the course, as $\frac{1}{4}$ of their training has been done for you, namely the pony has learnt to gallop.

For general all-round utility few ponies can compare with the Arab, they are essentially the poor man's pony, because they stand hard work and much knocking about infinitely better, than either the other class of pony. They are, as a rule, easy to train, and the percentage of failure is very much less than with the other classes, further they

will stand much more hard galloping without running up light. The average Arab's polo career is much longer than that of the Waler or C. B. and he is usually at his best when he is about 12 years of age. A good well bred Arab will stand his three chukkers in a match (providing of course he is in hard condition) and not hang on the hand, like C. Bs. are so apt to do. His chief defect as a polo pony lies in the fact that naturally he is a slow starter, and is bad "off the mark," and further, slow at stopping when going "all out." The average Arab requires more fast work than either of the other class of ponies, as if he is not exercised and worked properly he is very apt to take hold uncomfortably on the polo ground, more especially those bought off the course. The chief points to look to when selecting an Arab are :—

(a) A small well bred head, with a good large eye, wide forehead and small muzzle, with big nostrils. The jaw bone of a well bred pony is clean and thin, and feels like ivory.

(b) A good neck, as a short neck is generally found with a heavy shoulder.

(c) Good forehead, so as to give a good rein.

(d) Strong loins, and clean good strong hocks. Personally I would not touch an Arab with the following defects :—a ewe neck, heavy or upright shoulder, turned in toes, small girth, or weak loins.

A pony with these crabs may be a good polo pony, but the chances are he is not.

Notes on Buying a Trained Pony.

This is a pretty difficult matter at the present time as there are so few tournament ponies on the market, and those that are, being at a prohibitive price to the poor man; however this defect should be remedied in a year or two, when things get more settled. The purchaser would be wise to bear in mind the fact that good polo ponies run in all shapes and sizes, and some of the ugliest looking ones are very often the best performers, after all you cannot see a pony's heart which is a very big factor in a good polo pony. By watching a pony play you usually spot the real good one, even although he may not be ridden by a good player. When purchasing a pony, I have found the following three things worth remembering :—

(a) The height you stand, and the weight you ride (if you add $1\frac{1}{2}$ stone to the weight you walk, you will not be far out), also your strength on a pony.

(b) The position in the game you usually play, whether in the Forward or Back divisions.

(c) The length of your purse.

As I have said before the first essential of a good polo pony is quickness "off the mark," this is found out a few minutes after you get into the saddle. Now as regards (a) I would like to say a few words :—If you are really a light weight (walk under 10 stone) and also small in height and build, also perhaps a weak horseman, I would certainly

advise buying a small pony, in preference a C. B. or an Arab, but not a Waler unless the pony is small and very easy to play; nothing puts this stamp of player off more than having to ride a big heavy pony which he hasn't the strength to manage properly. On the other hand if you are tall (although perhaps a light weight) and a fairly strong horseman you should ride a biggish or weight carrying pony, as the tall man on the small light pony is bound to affect the pony's stride, particularly when leaning well out for a ball and is also very liable to throw the pony down when turning.

It is only natural that the above also applies to the heavy weight man.

If you happen to be small light weight man and a powerful horseman, you are in luck's way as you will be able to ride anything.

I will say a few words about (b) : there is no doubt that ponies, like players, play usually better in certain places, thus a good No. 1 or No. 2 pony is not of necessity a good No. 3 or Back pony, hence my advice is, go in for a pony that has usually played either in the Forward or Back divisions, according to your own place. Although quickness is essential to every polo pony, yet in the forward line pace is also invaluable, also boldness is vitally essential to the No. 1 pony, but is not so much required in the No. 2 pony, further the forwards usually have rather more time to turn their ponies than either the No. 3 or the Back, hence they can afford to ride a more difficult pony than the No. 3 who is continually stopping and turning.

The good No. 3 pony is by far the most difficult pony to find, as one must have a pony that can stop and turn going "all out" and will not hang on your hand, also the No. 3 pony has a much harder time than any of the others because of this continual stopping and turning. The No. 3 pony should be as active as a cat and as bold as a lion, actual pace in a long gallop is not so essential. I have found that most good No. 3 ponies are inclined to be hot (this tends for quickness) but otherwise of an even temperament. If one usually plays No. 3 it is wise to buy a pony well over your weight, in view of the gruelling time the pony usually gets in a match.

The Back is generally the easiest person to mount as he can afford to ride a pony not so fast as a forward pony, and not necessarily as quick and active as the No. 3 pony. The main consideration in the Back pony is average quickness and boldness, and is very easy to hit back-handers off on both sides.

The Back pony has usually rather the easiest time of any of the others on the side, especially if ridden by an experienced player.

Now as to (c) the pony you buy naturally corresponds with the length of your purse, if one is poor one cannot afford to risk a very high figure for a pony usually, and although the very expensive pony is perhaps a good investment for the good well-known player, yet this does not apply to the

more or less novice, further there is always the risk of the pony breaking down with one at any time.

I would most strongly advise the really poor man to ride good playing "Screws"; the type of pony to go in for is the old Tournament pony getting on in years, probably having lost a bit of his pace in consequence; or else the old Tournament pony that is both old and unsound (great care should be taken over what this unsoundness is, however a conversation with the Vet will keep one right). Very few really good Tournament ponies are sound after 3 or 4 years' hard polo, as they are certain never to have been saved in matches, if they are really good. One can usually pick up this sort of pony at a moderate figure, and the poor man will get any amount of fun off him, and when he comes to selling his financial loss will be small, if anything at all. As a final word if you are buying for some one else, always go for what you consider would suit him in view of his weight, horsemanship, and position in the field he usually plays, and not of necessity the sort that suits you personally, as remember one man's meat may be another man's poison.

Finally always have the pony very carefully vetted, and, if at all possible, select your man for the job.

The Best Sort of Pony for the Beginner.

When the novice arrives in India, he has probably not had much experience in polo ponies, and probably has not played polo before, although he

may have ridden to hounds a certain amount; he will soon discover that he has a lot to learn about polo and polo ponies, and I hope the following few hints may be some use to him, when he is thinking of starting his stable. The beginner will do well to purchase, at first, two old ponies to learn the game on (about 14 to 16 years old), they should be as cheap as possible, because by the time he has finished with them they will be practically useless owing to increasing age, and the many hits and belts they have been subjected to. An average price for this stamp of pony at the present time is between Rs. 600 and Rs. 800. The class of pony I should go for, if possible, is the Arab as they stand much more knocking about than the other three classes of pony do, and they are generally easier to ride. The novice, if he has the luck to join a keen polo playing regiment, will be wise to ask some older officer in his regiment to buy his first lot of ponies for him; if however he is obliged to purchase them for himself, the following few remarks may be of some assistance:—

(a) Ride the pony and see that he gives you a comfortable ride at the canter, and at the gallop, further that you can easily stop and turn him.

(b) Try and knock about on him and see that he does not shy off the ball.

(c) See that his withers are moderately high, and that he has a long sloping shoulder with a good rein; these are very important points in the beginner's pony, because if he has plenty in front of him

he will find it much easier to learn to hit the ball, also to reach far out and to turn his pony quickly without the danger of falling off.

(d) See that the back is not dipped and not too short, as if so the pony's action will be unpleasant. The best sort of back would be a straight back with a hand's breadth between the last rib and hips, with good strong loins. A roach back is not recommended; because although it is a sign of strength, he will find that the pony is uncomfortable to ride.

(e) After deciding that you think the pony will suit you, go with the pony and have him vetted, tell the Vet what you want the pony for, and ask him if he thinks the pony will stand another two years' work; this you will find necessary, as the probability is that the pony being cheap is also very unsound, more especially if he is a real good playing pony. You should then ask him if he considers the pony is up to your weight, as probably you do not know what are the special points to be looked for in a weight carrier. Remember the beginner can never hope to make any money over his first two or three ponies, and he should be quite satisfied if they have succeeded in teaching him to play the game, although when he comes to sell he may have lost a certain amount on them; after all he is only doing what everyone else has had to do before him, namely, "Buy his experience."

CHAPTER V.

Stable Management—Feeding, etc.

In India you usually have to a certain extent to hand over your stable management to a head syce who is generally a very ignorant, though perhaps worthy person. If you happen to be in a British Regiment I most strongly advocate having a soldier groom to superintend the other syces, it saves a lot of trouble, and if he is a good man and carries out your orders, half the difficulty of stable management is solved. The average Indian stable is very insanitary and the native has little idea, if left to himself, how to keep it healthy; hence it behoves every sportsman to take an interest in the welfare of his ponies, as he should realise what he owes them for his sport, and he cannot therefore repay them better than by caring for them in their stable, with constant and close supervision of all stable arrangements. The stable should always be kept as cool as possible with plenty of fresh air; personally I always keep the doors of my stables open both day and night in winter and summer; the pony however should be kept warm, in the winter he will usually require two jhools and a blanket at night; and in the hot weather a fly net with a fly fringe on the headstall will suffice during the day, and a thin jhool by night.

The floors of most stables in India are made of hard mud, with no drainage for the urine, hence

stables should be inspected two or three times a day to see that the syces keep them absolutely clean, and that there is no urine or dung left on the floor. If, as very often happens, the floor is in a very bad condition the best thing to do is to keep the pony "bedded down" all day which will preclude him from getting "thrush."

Duty in the stables should usually begin about 6 A.M. in the cold weather, when the pony should be watered, bedding taken out and put in the sun, and fresh sand or earth put down on the stable floor, then the pony should be rubbed over and hoofs picked out, and by 7 A.M. the pony will be ready to go for exercise, which usually takes till 8 A.M. On return from exercise water and feed and from 9 A.M. till 10 A.M. the syces should groom. After grooming give the pony his grass, and put a bucket of water in his stable. About 12 or 12-30 P.M. the pony should be given his mid-day meal, which, if he is required for polo that afternoon, should be small, and after it a very little grass, but no water on any account.

After a pony has played his chukker the owner should see that he is properly "done down" and that the syce dries between the jaws and the bend of the neck at once, it saves a pony catching cold. On arrival back at the stables after polo, the pony should be watered and well groomed, also his legs well hand-rubbed, after which he should be "bedded down" and "rugged up" with warm flannel bandages on his legs, especially if the nights are

cold. The walk from the polo ground to the stables should ensure the pony being cool, before he is watered and groomed. The evening meal should be given about 7-30 P.M. and ought to be the largest feed of the day (4 to 6 lbs.), after his feed give the pony his grass, and at about 10 P.M. put his water bucket in the stable. Of course the foregoing remarks apply to the cold weather, during the hot weather the hours will have to be altered somewhat; also I know a lot of people always give their ponies a small feed before going to exercise in the early morning; personally I do not agree with this, in view of the fact that the average syce is a lazy creature and usually only gives the pony this meal just before he is "girthed up" with the result the pony bolts his feed, and thus gets indigestion, and the food does him no good.

It is worth remembering that the more a pony lies down the better it is for his legs, and the more hand-rubbing the legs get the better; the former may be encouraged by giving the pony plenty of bedding, and the latter by a close supervision of the syces. The best time to inspect the ponies is about 11 A.M. when the grooming has finished. The following hints may be of some use when doing the daily round:—

(a) Inspect the pony to see if he is clean, by looking at his nostrils, behind the ears, and picking up his feet to see they have been properly picked out, and are slightly oiled. The general gloss of the coat will tell if the pony is in healthy condition,

the coat should feel soft like silk, and the eye should be clear and bright.

(b) See that the floor of the stable is dry and that there is no litter in any of the corners, a practice which a lazy syce delights in.

(c) If the weather is very hot, see that the stable is kept as cool as possible by having a chick on the door, and if the flies are bad see that the pony has his fly net on. If it is cold see that the pony has a blanket on all day. If the flies are very bad in the stables it generally means that the syces are making a heap of litter near the stables, and this practice should be stopped at once.

(d) Inspect the grass, and see that it is dry, if not have it placed out in the sun and "tell off" your grass-cutter by threatening to fine him.

(e) Dress any wounds that want attention, the owner should be careful to do this himself. Examine the pony's mouth and jaw to see if there are any cuts or bruises from last day's polo. Also occasionally have a good look at the pony's back teeth to see whether they want rasping or not, the state of the pony's dung will usually tell one that.

Bedding Grass.

In India the grass-cutter usually supplies the bedding grass every month, and it is very often not sufficient, so it is always worth while paying a visit to the stables after the ponies have been "bedded down" for the night. If it is insufficient

the pony will probably not be lying down. During the day always have the bedding put out in the sun; if the floor of the stable is very bad it is best to have the pony "bedded down" all day; if this course is adopted two lots of bedding will be required and the day bedding should only be put down after the stable has been thoroughly cleaned in the early morning.

Personally I have always found it more satisfactory to buy one's own bedding grass from the Military Grass Farms; I have found that each pony requires between $1\frac{1}{2}$ to 2 maunds of bedding per mensem.

Clipping.

It is best to wait until the coat is fully grown before you clip, a pony sheds his coat in May and September. A pony cannot do continuous hard work with his coat on, as it takes too much out of him and besides there is a great danger of his "breaking out" in the stable and thereby catching cold. I have found that very often thin horses get fat when their coats are taken off. A very well bred Arab should rarely want clipping if he is properly groomed, the same as an English thoroughbred.

Exercise.

This is a most important subject, and one that in my opinion receives very often insufficient attention from the average polo player. If the pony

has been on soft food and more or less laid up, very great care should be taken in giving him his exercise in order to bring him into hard condition, he should only be allowed to walk for the first few days, and afterwards brought on to trotting by degrees, say 10 minutes morning and evening to start with, and then each day afterwards slightly increase the amount. On the other hand to keep a polo pony really fit (when he is in hard condition) he must get a certain amount of trotting morning and evening, because it is undoubtedly the best muscle forming exercise for him, long steady trotting with a light weight upon soft ground cannot be improved upon. Of course it is impossible to say the exact amount of trotting a pony should receive, as ponies are like human beings and each individual requires a different amount of exercise to keep him fit, hence one must consider each animal individually and naturally some ponies require more exercise than others, for instance a pony that is inclined to "take hold" on the polo ground (providing of course that he is sound, and not pulling because it hurts him to stop) should get more exercise than one that does not. Country Breds as a rule do not require as much trotting as either Arabs or Walers, further a very gross pony will be all the better for receiving some sharp canters every morning as well as his trotting exercise. A fair average amount of trotting for most ponies is half an hour morning and evening, with the same amount of walking after it. One should remember that trotting braces up the tendons and ligaments without

overworking them, and thus makes the animal's legs fit to stand the galloping he will get on the polo ground; the average syce soon learns to ride, and has fairly good hands (he is usually too weak to have otherwise), and if you insist on his exercising with a large big ringed snaffle, he can do no damage to the pony's mouth. I would like to say here that I consider one of the best ways of keeping a polo pony fit is to trap him in a light cart, he gets the steady trotting with no weight on his back, and this is a particularly useful form of giving exercise to a pony that is inclined to be hot-headed and excitable, also to a pony that is none too sound; but it is wiser to drive the pony in a snaffle, and not in an ordinary Liverpool driving bit.

Always give a pony a rest on Sunday and don't send him out to exercise in the morning at all, and if you do send him out in the afternoon, it should only be for a walk.

Personally I am not in favour of sending ponies out for exercise with knee caps on, in order to save their knees if they stumble, because one of the chief causes why ponies stumble so much with knee caps on is that they undoubtedly prevent a free play of the knee, and the pony gets into the habit of trotting along without flexing his knee or lifting his feet up properly.

A pony that is suffering from a complaint such as a sore back, which prevents a saddle being put on, should always get his trotting, either by

having him lead with another pony, if he or both are quiet, or else by being trotted on a long rein.

Before I close these few notes on exercising, I would point out that more ponies "break down" in polo through being played hard when they are not fit, than through any other cause; the importance of proper exercise is therefore apparent.

Corn, Feeding and Watering.

This of course is a very big subject and I only propose to mention the more common grains with a short note about each. Later on in this paragraph the scale of feeds mentioned are only meant as a guide to the beginner and should not necessarily be adhered to, as every pony generally requires, and does better on different feeds, and experience alone will teach one what each individual pony thrives on best.

Oats.

are undoubtedly the best possible food, as ponies fed on them always carry more muscle than when fed on any of the other grains. Australian oats are better than Indian, and oats from the South of Scotland better than either, in fact the best in the world; Australian oats however are more expensive than Indian, hence one has to feed on the latter. Oats should be cleaned first and then crushed in a smooth roller crusher, it is wise to give chaff or bhusa with them. Good oats are clean, hard, dry, sweet and plump with a metallic

lustre, new oats have an earthy smell and should never be given, they are easily detected by the microscopic down on them. A stick thrust into a sack of oats should pass through it quickly and easily, if it does not do so they are probably indifferant. Never buy crushed oats without first inspecting them whole, afterwards have them crushed, also never keep oats in a sack, but on a floor in a godown.

Barley.

Barley appears in three forms, raw, parched, and crushed; we will dismiss the first because raw barley should never be given in the stable. Parched barley forms a good substitute for oats, it should be parched till slightly brown, and the coats crack, if tasted the grain crumbles in the mouth to flour. Crushed barley is a good and cheap food, but one should see that it is properly crushed and clean. I have found that "greedy feeders" digest it better than the other grains, because by bolting their food, oats and parched barley pass through them whole, without being digested at all. Boiled barley takes the place of linseed mash at home, it produces an excellent coat and lots of condition and can be given when a pony is in hard condition playing in polo tournaments. To make boiled barley, boil crushed barley for about three hours, until it is as thick as porridge, after which allow it to cool down. It should be given with other grains in the evening feed each night.

Bran.

In India bran contains a lot of flour, hence it has not the same laxative qualities as at Home, and is more of a food, however in many stables it is used in each feed, but with the exception of gram, I do not see what use this really is, and crushed barley can take its place with advantage. The best sort to buy is "Delhi Bran" which can be recognised by its big flakes.

Gram.

This grain ought only to be given to a pony that is doing slow work, as it is very heating; if it is given it should be crushed and mixed with bran, but never given by itself; a pony should never get more than 6 lbs. a day of it, and great care should be taken to see that it is not soaked in water as then it becomes a danger to the pony. Country Breds very often thrive on it, but they should only get gram when they are playing slow station polo, they cannot play fast tournament polo on this grain in the same way as they would on the other grains.

Linseed.

Linseed should only be given in small quantities, never more than 1 lb. a day as it contains a large amount of mustard seed. It can be given in two forms, first it may be boiled for at least two hours, this is the best form to give it to a sick horse, or else it may be steeped in cold water for

six hours, this I think is the best form to give it in, if you are using it for a healthy pony to make him put on flesh and have a good coat. I have found this second method works much the best in India, because it is very difficult to make a syce boil it properly and he usually seems to think that one hour is sufficient. When ready for use the seeds should be soft enough to squeeze readily between the finger and thumb.

I have found that a pony that is loosing flesh very often picks up by giving him $\frac{1}{2}$ lb. of linseed in his evening feed, three times a week, each evening after polo.

Grass.

Dhoob grass is undoubtedly the best, and should always be used when possible, care however being taken that it is not cut from nullahs near villages where very often bodies of slaughtered animals are thrown, as this sometimes is the cause of Anthrax. In many places Dhoob grass is unobtainable and one is obliged to put up with most inferior stuff, more especially in the hills. Grass should never be washed as the grass-cutters like to do in order to make it weigh heavier, but the dust and grit should be removed by beating it with a stick; never give wet grass to a pony, first dry it well in the sun. It is wise never to stint a polo pony in grass, except perhaps a very gross animal. Good hay retains its colour and is cut when in flower, the want of a rich smell denotes that

the hay has been cut too late, and is consequently lacking in nourishment. A grass-cutter ought to bring in about 40 lbs. a day for his pony, but see that it is dry, as remember that wet grass may cause both colic and Anthrax. I have found that between 20 and 30 lbs. of grass a day is generally sufficient for a pony in regular work.

Lucerne Grass.

is very good for fattening ponies, not more than 5 lbs. a day should be given to a pony in regular work, as more may cause indigestion. However if the pony is laid up as much as 20 lbs. a day may be given, especially if preparing the pony for physic.

Carrots.

If you give carrots to a pony, take care to have them first sliced lengthways, otherwise you may choke him. Carrots greatly improve the pony's coat, and are excellent for a sick horse, when he may have as much as 6 lbs. a day, if however he is in regular work it is not wise to give him more than 1 lb. a day.

Water.

Always water before feeding, and never after, as it may cause colic. A pony may be watered immediately after work although he may be hot and wet at the time, as a precaution the chill should be taken off the water and about half a bucket.

given. In India in the hot weather I always keep water standing in the stables day and night, and only take the buckets out for one hour after each feed. Soft water is much better than hard as the latter causes the pony to lose condition, hence give river water in preference to that drawn from a well; and remember never give rain water. Leaving water out in the sun is a very good thing.

Now having dealt very briefly with the different kinds of grains, grass, etc., we must consider the amount and proportion of each feed, of course the following tables of feeds are only a guide, and the owner must watch his ponies and see if their feeds agree with them, and if the pony thrives or not.

We will first consider animals in regular work, namely in hard condition and playing fast chukkers three times a week. In feeding ponies in regular work three points must be considered :—

(a) The age of the pony, (b) the size of the pony, and (c) the class of the pony. With regard to (a) an old pony always requires more food than a young one, and (b) it is obvious that a 15 hand pony requires more corn than a 14 hand one. With reference to (c) each class of pony usually thrives best on different grains, the Australian and English pony on oats, the old Arab on crushed barley, and the Country Bred a mixture of barley, gram, and oats.

I have found that a small pony about 14 hands does very well on 9 or 10 lbs. a day, and a big 14-3, or 15 hand pony on 12 or 13 lbs. daily, but of course this is only generally speaking. It is wise to make the evening meal the largest because most ponies eat more at night, and many ponies who will hardly touch their corn during the day will eat a big feed during the night very often not finishing it until the early morning. Herewith some sample feeds of 10 lbs. suitable for a small pony :—

Morning.	Mid-day.	Evening.
(a) Oats 2 lbs.	Oats 2 lbs.	Oats 3 lbs.
Crushed Barley $\frac{1}{2}$ lb.	Crushed Barley $\frac{1}{2}$ lb.	Boiled Barley 2 lbs.
<i>or</i>		
(b) Parched Barley 2 lbs.	Parched Barley 2 lbs.	Parched Barley 2 lbs.
Bran 1 lb.	Bran $\frac{1}{2}$ lb.	Bran $\frac{1}{2}$ lb.
		Boiled Barley 2 lbs.
<i>or</i>		
(c) Crushed Barley 3 lbs.	Crushed Barley 2 lbs.	Crushed Barley 2 lbs.
Bran $\frac{1}{2}$ lb.	Bran $\frac{1}{2}$ lb.	Boiled Barley 2 lbs.

I have found that old Arabs do very well on this latter feed, and incidently it is the cheapest of the three.

I will now give a few sample feeds suitable for an English or Colonial pony or a Country Bred pony of about 14-3 hands :—

Morning.	Mid-day.	Evening.
(d) Oats 2 lbs.	Oats 2 lbs.	Oats 3 lbs.
Crushed Barley 2 lbs.	Crushed Barley 1 lb.	Boiled Barley 2 lbs.

Morning.	Mid-day.	Evening.
<i>or</i>		
(e) Parched Barley 3 lbs. Bran 1 lb.	Parched Barley 2 lbs. Bran 1 lb.	Parched Barley 2 lbs. Bran 1 lb. Boiled Barley 2 lbs.
<i>or</i>		
(f) Gram 2 lbs. Crushed Barley 1 lb. Bran 1 lb.	Gram 2 lbs. ... Bran 1 lb.	Crushed Barley 2 lbs. Bran 1 lb. Boiled Barley 2 lbs.
<i>or</i>		
(g) Oats 2 lbs. Crushed Barley 1 lb. Bran 1 lb.	Oats 1 lb. Crushed barley 1 lb. Bran 1 lb.	Crushed Barley 2 lbs. Bran 1 lb. Boiled Barley 2 lbs.
<i>or</i>		
(h) Crushed Barley 3 lbs. Bran 1 lb.	Crushed Barley 2 lbs. Bran 1 lb.	Crushed Barley 2 lbs. Bran 1 lb. Boiled Barley 2 lbs.

Of these 5 sample feeds of 12 lbs. each I would only give (f) to a Country Bred, and then only if he was not doing particularly fast work such as playing in a polo tournament; personally I have found (g) a very good feed, and one that I usually adopt for Walers. This summer in the hills I have kept a 14-3 Waler in excellent condition on (h) and he has done his 3 polo days a week regularly, of course the pace has not been fast; (h) of course is the cheapest feed and the easiest procurable.

During the cold weather when ponies are playing in tournaments one might have to increase these feeds slightly, they are only meant as a very general guide to the novice. Salt should

be added to each feed, about $\frac{1}{4}$ oz. is the right amount; a 3 lbs. bran mash should take the place of the ordinary evening feed on Saturday nights, and I would recommend that 3 ozs. of Epsom Salts should be mixed in it.

In India it is impossible for the average polo player to turn his ponies out to grass, like one can do at Home, yet one cannot expect a pony to stand hard polo for the whole year on end, hence usually for 2 or 3 months in each year one has to more or less lay one's ponies up; this means the pony remains in his stable, is not ridden, and does about 1 hour's walking a day led by a syce. I have found the following a useful feed for a pony under these conditions:—

Morning.	Mid-day.	Evening.
Bran 3 lbs.	Bran 2 lbs.	Bran 2 lbs.
...	...	Boiled Barley 2 lbs.

with as much grass as the pony will eat, and if possible about 15 lbs. of lucerne grass a day.

When a pony is in hard condition, on the first signs of fever, liver or staleness all the feeds should consist only of bran and boiled barley as above, giving 3 ozs. of Epsom Salts at night for three days running, followed by a powder at night for three more days, mixed in the feed.

Nitre	2	drachms	} Powdered and mixed.
Sulphur	2	„	
Resin	2	„	

It is worth while remembering that the "Eye of the Master makes the horse fat," and if you take

the trouble to see the feeds and to constantly visit your stables, your syces will soon learn how to take care of a pony and feel a pride in having him fit and well.

The rough average cost of keeping a pony in the United Provinces at the present time is about Rs. 55 per mensem, this includes everything (syces and grass-cutters' pay, forage, bedding, shoeing, cleaning kit); however I am given to understand that it is more expensive than this in the North of India.

CHAPTER VI.

Saddlery Bitting, Polo Sticks, Polo Saddles and Martingales.

This short chapter is only for the veriest beginner who might possibly find some use for it. The first consideration in a polo saddle is that it must be large enough for the rider, if it is too small he may give his pony a saddle gall, and at any rate he will stop his pony galloping because he will find himself rolling about in his saddle, at the very moment he ought to be sitting still. The saddle should be about 10 lbs. in weight, with a narrow grip, and plain flaps well cut forward; the best maker to go to is either Souter and Co., London, or Whippy and Stegall. It is very false economy to buy cheap saddlery as the tree of the saddle goes very quickly or else spreads so much one cannot use the saddle. If one has to buy a saddle in India and cannot get hold of a second-hand English saddle of a good make, I would recommend buying a reversed hide saddle from Barrington and Co. of Cawnpore, they are quite cheap and have fairly good trees. If your saddle has the panels under the flaps quilted (like so many saddles have) I most strongly recommend having this removed up to the ends of the tree, this will allow you to ride much closer to your pony, there being nothing between the lower part of your thighs and downwards and

the pony, except the flaps of your saddle with a thin piece of leather underneath.

I would strongly urge the novice to take great trouble in fitting each pony carefully with his saddle, and seeing that the arch of the tree is well clear of the pony's withers, and that the back of the saddle does not sit too low through lack of stuffing; both of these points if not properly seen to are the commonest sources of sore backs. The stirrup irons must be large and fairly heavy, so as to enable the rider to regain his stirrups at once if he should lose them while playing in a game. The stirrup leathers should be very stout, as much weight is put on them when leaning out to take a ball. The best sort of girths to use are either the Australian folded linen ones, or else leather ones; if you use the latter always keep a strip of linen inside them saturated with oil, this will ensure the leather being always kept soft.

Before I close these few notes on saddles I would recommend a novice always to use a numnah under his saddle, preferably a leather one, it saves the stuffing of the saddle from becoming hard through being saturated with the pony's sweat, which also very often causes sore backs. The leather numnah should be kept very clean and well oiled. There are two sorts of martingales most commonly used—(a) the Running Martingale, and (b) the Standing Martingale; however I think the beginner will do well to only trouble himself about the latter which is most commonly used for polo

ponies; this form of martingale may be made of leather, or may be an ordinary "lungi," which I think is even better than leather, because it can be either lengthened or shortened at the nose-band by undoing the knot there, whereas the ordinary leather martingale has its buckle generally between the pony's fore legs, and it takes the syce some time to manipulate it, which is a great disadvantage especially if one is playing in a match and wants it altered quickly.

Great care should be taken that each pony's martingale is the correct length; if it is too long it will be no use either to the pony or the rider, and if it is too short it will put the pony's head in the wrong place, with the result that it will adversely affect his stopping and turning.

Bitting.

This is a very important subject and one that does not receive sufficient attention; there are many different kinds of bits on the market, and daily one sees on the polo ground some remarkable pieces of iron disfiguring ponies' mouths. I remember when I started polo I had a box full of every sort and kind of bit, on the principle that "there was a key to every pony's mouth," this box I imagined contained the keys. I am sure now this was a fallacy and I think the key to a pony's mouth lies in the rider's own hands; the principle to remember is always use as mild a bit as possible, otherwise if the pony is overbitted he is apt to get

With a leather or felt curb chain numnah the pony does not feel the chain at all, and in consequence will be more difficult to stop when going "all out." Before I close these few notes on Saddlery and Bits I would recommend only buying the best, and if possible get it all from England. It is also wise to keep all your saddlery in the bungalow, and the saddles on a saddle stand, and have a thorough inspection of it at least once a week, then your syces will take an interest in it and always have it clean.

Polo Sticks.

As a very general rule I am inclined to think that the average Englishman plays with rather two short a polo stick in India, this is noticeable in comparison with the Indian players one sees.

The length of stick one uses naturally depends on one's build and the height of the pony you are riding. As a rough rule to find out the length of stick you require, you should sit upright on the pony with your stick at full arms length, and if the head is only about 2 or 3 inches off the ground, then the stick is of the right length; if the head of the stick on the other hand touches the ground, it is too long for you. It will be therefore seen that you practically want a different length of stick for each pony. I have found that the most useful lengths always to keep by one are 52", 53" and 54".

We will next consider the shaft of the polo stick, stiff, medium or whippy. With a stiff shaft

there is no doubt one controls the ball better and hits straighter, on the other hand unless one is particularly powerful one does not get the length one does with either of the other two, this particularly applies to back-hand shots.

With the medium cane, before they become whippy with much use, one can control the ball and hit straight, and also get a good length of back-hander. The whippy cane I do not recommend for Englishmen, although I know a good many Indian players use whippy sticks.

We must now think about the head of the polo stick; the two common types of head are the cylinder and the cigar shaped, the former is perhaps the best head to use for accurate hitting at short ranges but the latter is undoubtedly the best for hitting back-handers, as it has a great tendency to lift the ball, a very valuable asset to a good back-hander. As regards the weight of the head of the stick I think personally one should go in for the medium weight head, as with the heavy head you must have a very strong wrist, unless you have a perfect swing and always time the shot beautifully which is rarely seen with Englishmen, but is much more common with some of our Indian players; with the light head you have to be very powerful to get the necessary length of ball, also it is more difficult to control the ball. Speaking quite generally I would advise players to consider their polo sticks with reference to the position they play in their teams, for example No. 1 should use

rather a short stick, with a stiff cane and cylinder head; No. 2 might do the same with a little extra length on his stick; No. 3 should not use a short stick, the cane should be medium whippy, and the head cigar shaped; the Back should use the same type of stick as No. 3; in all cases I would recommend a medium weight head. Finally, each player must suit himself and this he can only do after he has gained a certain amount of experience, however the foregoing remarks may be a rough guide to gaining this experience.

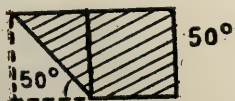
CHAPTER VII.

Shoeing.

This is a very important subject and one that requires a lot of study as it is the cause of a great number of cases of lameness in this country. In a great many stations one has to rely on the "Nalbund" or Indian Farrier for one's shoeing, and the average Nalbund is certainly not a good Shoeing-smith, and generally very ignorant too. He only does cold shoeing and has a very bad habit of making the hoof fit the shoe and not *vice versa*; this wants careful watching. One should remember that ponies in India do most of their work on very hard ground and consequently their feet require a lot of attention at all times. The following few hints may be found useful in this rather difficult subject; we will first take the form of a healthy foot:—(a) The frog is large and comes well down on the ground, so as to act as a buffer in diminishing the effects of concussion. (b) The sole is thick, strong and arched, and when pressed does not give at all. (c) The weight bearing surface of the foot is composed of the frog, wall, bars, and outer portion of the sole. The next few remarks require attention and I shall tabulate them:—(1) The weight of the shoe depends on the work the pony is meant to do. (2) For an Arab or a pony that is given to stumbling use a shoe with the toe slightly turned up. (3) Do not allow any opening of the heels by cutting, as it only causes them to contract.

(4) The shoe should fit exactly, projecting nowhere; if it projects behind the heels it is liable to be caught by the hind foot and torn off, and if it projects on the outside it is liable to be sucked off in heavy going. (5) Do not allow the Nalbund to put the shoe a little inside the hoof and then rasp down the hoof to the shoe; this is fitting the hoof to the shoe and not *vice versa* as it ought to be, this would cause the crust of the hoof to be weakened and become liable to sandcrack and inflammation of the coronet. Remember that the weight of the pony is mostly borne on the crust, which is thin, and if you rasp it away you reduce the part which is intended to bear the weight. (6) Do not use short shoes or you will produce corns. (7) Do not allow the Nalbund to lower the heels without reducing the toes, unless of course the hoof is not at the proper slope; the slope of the fore-feet should be about 50° , and that of the hind between 55° and 60° . (8) The pony should be shod every four weeks, because the longer the hoof is allowed to grow the severer will be the strain on the back tendons.

I have found that the best means of finding out if a pony's feet are at the correct slope or not is to cut out two pieces of cardboard, giving the right angle, one of 50° and the other of 55° and testing the pony with them.



Always if possible have the pony shod in front of you, it often saves endless trouble in the long run. The following points should be carefully looked to while the Nalbund is at work :—

(1) First open the clinches, then tap and draw the nails, thus removing the old shoe.

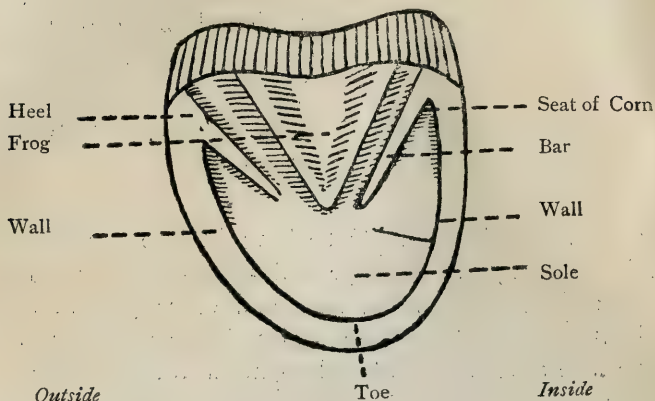
(2) The hoof should be brought into a natural shape as regards its slope and weight-bearing surfaces (*i.e.*, frog, walls, bars and outer portion of the sole), except that the wall and outer portion of the sole should be reduced to allow for the thickness of the shoe.

(3) If the old shoe has been on for some time, the toe will require to be reduced much more than the heels, because it grows faster; first reduce the toe with the knife and then *rasp* down both toe and heels to required length. Never allow the Nalbund to touch the heels with the knife.

(4) Do not allow any thinning of the sole, opening out of the heels, paring down the frog, or cutting away the bars.

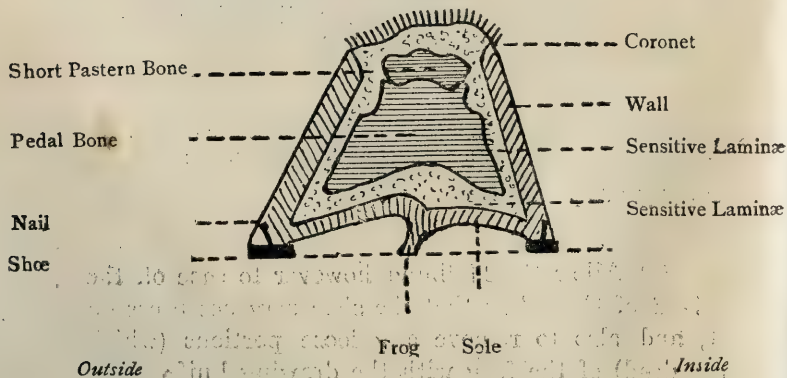
(5) Allow the Nalbund however to ease off the "Seat of Corn" so that the shoe may not press on it, and also to remove any loose portions (which are dead) of the frog with the drawing knife.

Figure I.



It will be noticed that the wall is thicker on the outside than on the inside.

Figure II.



(6) See that the walls, outer portion of the sole and frog are in the same plane when the shoes are on; this can be done by placing the shoe loose on the hoof and holding it there with one hand, while you test with the palm of the other.

(7) When the hoof is ready to receive the shoe, remove the sharp edge of the wall with the rasp and round it off, so as to leave a strong border not likely to clip.

(8) The shoe should be as thin as possible, consistent with its standing the necessary wear, in order to allow the frog to bear weight. It should, in an ordinary case, be of uniform thickness all round. No space should be left between the shoe and the horn, for this may cause the battering down of the heels which allow grit to get in, and may cause corns. This is called "Sprung Heels." The width of the shoe should follow the general form of the weight-bearing surfaces of the wall and sole, hence it will be broader at the toe than at the heels, provided always that the ends of the shoe are broad enough to rest on both the wall and bars.

(9) The shoe must be long enough so that the ends may rest on the solid pieces of horn behind the angle formed by the wall and the bar. If the ends of the shoe do not come up to this place the pony will probably get corns from the shoe getting imbedded in the softer horn in front after the shoe has been on some time, also it will be impossible to keep the hoof at its proper slope.

(10) The shoe being now ready to fit the hoof, you should see that the Nalbund does not drive the nails inside the "Farrier's Line," which is about $\frac{1}{5}$ of an inch from the outside edge of the wall and can be easily seen as it is a well defined line. Before the nail is struck it is held in the hole in the shoe and inclined a little inwards; owing to the slight outward curve of the point it gradually inclines outwards on being struck; the front nails should be driven in first, then the quarter and lastly the heel, the nails should not come out higher than 1 inch in front and $\frac{3}{4}$ of an inch behind, measuring of course from the ground surface.

(11) The points of the nails should then be taken off with the pincers, and rasp a very little of the thin horn from underneath the ends of the nails, this will give support to the clinches; after this turn down the ends of the nails with the hammer, flush with the wall. After the nails have been turned down, do not allow the Nalbund to touch the outer crust with the rasp, as rasping the clinches only weakens them.

(12) Let the hind shoes well back, and see that the under inner edge of the shoe is well rounded off; this will prevent an injury from over-reaching, also the rim of the crust should be rounded, and filed off.

If, however, as very often happens, the owner is not able, from one cause or another, to be present whilst his ponies are being shod, the following

points should be looked to, as soon after as possible :—

(a) Trot the pony up and down to see that he is not going lame.

(b) See that the feet are properly shortened, and that the feet are at the right slope.

(c) See that the shoe is strong enough to last a month, but not too heavy.

(d) See that the clinches are in line and level with the wall of the hoof and the correct height above the ground surface (1 inch in front and $\frac{3}{4}$ inch behind).

(e) Take up the hoof and see that the heels are open, and that the shoes are the proper length, also test whether the heels are “sprung” or not.

(f) Feel round the edge to see that the shoe projects nowhere, especially on the inner side.

(g) See that there is no sign of rasping on the outside crust.

(h) Make certain that the under inner edge of the toe of the hind shoes are well rounded off, and that they are a little let back; the toe of the hind shoe should be squarish.

The usual price for shoeing a pony “all-round” varies from Rs. 2 to Rs. 3. I would most strongly advise all polo players to only have the best Nalbund in the station, although he may be a trifle more expensive than the others. Of course in large

stations where there are Cavalry and Gunners one can get "hot shoeing," which naturally is better than the "cold shoeing"; however it is wise to make certain of the man at the forge who does your pony, as my experience during the last year has been far from satisfactory with "hot shoeing."

CHAPTER VIII.

Veterinary Notes.

In India there are a certain number of stations where British Infantry are quartered which have not got a Veterinary Surgeon, hence a slight knowledge of Veterinary Science is required by the sportsman if he wishes to keep his ponies sound and well. The following notes only deal with the commonest injuries and diseases met with in a stable of polo ponies, and I trust they may be of some use to the novice, who may be in a station without a veterinary surgeon.

Stable Knowledge.

How to put on a Bandage.—The bandage should be about 8 feet long and $4\frac{1}{2}$ inches wide, and if a warm one should be made of some thick close material. Preparatory to putting it on, it should be wound up with the tapes inside, then unroll 6 or 8 inches of it and lay this loose portion obliquely across the outside of the leg close to the knee, with the rolled up part turned to the outside, and directed downwards and forwards. The bandaging should be continued down to and around the top of the fetlock, and then brought close up below the knee, the loose end is then turned down and the folds of the bandage carried over it. The tapes are tied a little above the centre of the cannon bone.

Fomentations.—First get a bucket of hot water ready, but not too hot (a man should be able to bear his elbow in it), and then if you wish to foment say a sinew, cut 2 or 3 strips of flannel or blanket the required size, soak it in the hot water and after wringing it out, fold the piece of flannel around the part affected and apply a piece of oil-cloth over it in order to keep the heat in, finally bandage with a warm bandage as above described. When the strips of blanket become cool (say after 20 minutes) take off the bandage and apply another strip soaked in hot water, taking great care to do so quickly, otherwise harm may ensue. When you have finished fomenting rub the part thoroughly dry and apply a warm bandage; this is called a “Sweating bandage” and is excellent for reducing a filled leg.

To keep a Bandage wet.—Make a small hole in the bottom of a “chatty” (clay vessel for holding water), run a string through the bottom of it, with a knot at the end in the chatty, then fill the chatty with water and hang it up. Bandage the pony loosely with a thin linen bandage and put the loose end of the string in the top of the bandage, the water will trickle down the string and keep it wet.

Poultices.—Bran and linseed are the best, they should be made with hot water, and kept in place with a piece of blanket, oil-cloth is also useful to keep the heat in.

Giving a Drench.—Use a small bottle containing about $1\frac{1}{2}$ pints with a broad mouth, covered

with leather at the neck. Two men are required to give the drench, one man stands on the near side of the pony and holds his head up with his hands, the other man stands on the off side and puts the bottle in the pony's mouth just in front of the grinders, at the space which is bare of teeth, directing the bottle well back. Only a little of the fluid should be given at a time (about two wine-glass full) and allow time for the pony to swallow it. If the pony attempts to cough, his head should be instantly lowered to prevent the fluid going the "wrong way." The pony's tongue should on no account be drawn out of his mouth and held, also his nostrils should not be touched with the hand.

Giving a Ball.—Two men are required, one man should stand on the near side and open the pony's mouth by placing the fingers of the left hand on the lower jaw and the thumb of the right on the upper jaw, the second man stands on the off side of the pony and takes the pony's tongue in his left hand and gently pulls it out and places it on the right side of the lower jaw; and with his right hand carries the ball (the fingers should be together to make the hand as small as possible) along the tongue and leaves it at the root; immediately after the ball is left, carry the tongue back to the middle line of the mouth and release it, this will bring the ball still further back. Then close the pony's mouth and watch the left side of the neck to see if the animal is swallowing it; if after a certain time he doesn't, then give him a mouthful of water or some sugar to help him swallow it. It

is wise to always wear a glove on the right hand when giving a ball.

Taking the Temperature.—First see that the clinical thermometer is below the normal temperature of the pony, then wet or oil it and insert in the rectum, keeping it in for 2 or 3 minutes. It should then be withdrawn and the temperature read. The average normal temperature of a pony is about 100° F., varying from $98^{\circ}5$ F. to $100^{\circ}5$ F., the pony of course being at rest and in good health. Hence we may say that a rise or fall of more than 2° is not compatible with good health, unless of course there have been some especially exciting causes. In India ponies picketed out in the hot weather sometimes go up to 105° F. without any derangement to their health. During illness a temperature of say 106° F. or more points to a condition of great danger. It is worth remembering that the normal temperature of a mare is about 1° F. less than that of a horse (providing she is not "in season," during which period she is generally about 2° higher than normal). Also the temperature of thorough breds is higher than that of half bred horses.

Blistering.—The hair should be closely clipped or shaved off the part to be blistered, and all dirt cleaned away; then rub in the blister for about 10 minutes, the longer the rubbing is kept up the greater will be the effect. After putting a loose rag over the blister, tie up the pony's head and tail if either can reach the affected part, until all the

irritation has ceased. After 48 hours the part should be bathed in warm water to wash off the gluey discharge, and some sweet oil smeared over it. Then a warm bandage should be put on loosely.

STRONG BLISTER.

Biniiodide of Mercury 1 part.
Lard ... 16 parts.

MILD BLISTER.

Cantharides ... 1 part.
Lard ... 8 parts.

Never blister (a) a mare "in season," (b) a pony in a debilitated state of health, (c) during the rainy season, because in such cases the part is apt to swell enormously.

Steaming the Head.—Half fill a bucket with hay, and fill up with boiling water, to this add a little vinegar. Then hang a cloth over the animal's nose and hold up the bucket under the cloth; when the animal feels relief he will put his nose away from the bucket on to the ground. Another method is to put a hot bran mash in a large nose-bag, and put it on in the ordinary manner.

Bran Mash.—To make a bran mash take 3 lbs. of bran and add about 2 pints of boiling water, with an ounce of salt in it. Then place on top of bucket a blanket to keep the moisture in, whilst the mash is cooling.

Detection of Lameness.—First see the pony in his stable and don't allow him to be excited, then note carefully whether he favours a leg, after this enter the stable and turn the pony across it to see whether he catches up either hind leg as if it hurt him. Having found out as much as possible in the

stable, one should then have the pony out with a head-stall on, and a longuish rope attached to it. The pony should now be slowly trotted on a hard level surface, with his head quite free, he should be trotted past you and note particularly and compare the actions of both pairs of limbs; remember when a lame pony is in movement he uses his head as a balancing pole to relieve the unsound limb of his weight as far as possible, hence if he is lame in front he will raise his head as the lame leg comes down, and will bring it more or less level when the sound foreleg touches the ground. The pony having trotted past about 30 yards have him turned sharply to the "right about" and note the manner in which he turns, then do the same to the "left about" and compare the two turnings. If you suspect he is lame behind, take up the hind foot and bend the hock, retaining it in that position for about a minute, then drop it and make the pony trot at once, and if he goes very lame indeed, you know at once that he has a spavin. Very slight lameness is often only detected by the sound of uneven tread. Remember, lameness improves with exercise, except in the case of splints, corns, sore shins or sprains.

Killing a Horse.—An easy way of destroying a pony is to shoot him with either a revolver or rifle, aim in the middle of the forehead about 3 inches above the level of the eyes. The weapon should be held close to the forehead, as this will cause the animal to drop without a struggle on the spot where he had been standing.

Diseases and Injuries of the Feet.

Thrush—Symptoms.—If caused by wet, the frog becomes soft and pulpy and fissures occur on the sides of the frog from which a stinking odour issues. In very bad cases the pony may go lame.

Causes.—The two great causes are, want of pressure on the frog, and the decomposing effect which standing in dirt and wet has on the frog; thrush usually occurs in the hind feet.

Treatment.—If the case is slight, wipe out the cleft of the frog with cotton-wool driving it well in and out with the hoof pick, and then apply tar on two pushed well up into the cleft. If however the case is more serious, first clean the affected part with a strong solution of phenyle, and poultice for a day or two. Then take some small lumps of burnt alum and place them in the cleft of the frog ramming them well down with the back of a hoof pick, treat likewise any cracks there may be in the frog, taking care to change the burnt alum every other day.

Corns—Symptoms.—The pony when trotted goes tender, and when the shoes are removed, the corn is easily detected by the reddish colour of the horn of the sole at the "Seat of Corn."

Causes.—The chief causes are a faulty system of shoeing by which pressure becomes applied to the "Seat of Corn" such as "Sprung heels," and shoes being too short at the heels. Corns are usually found on the inside of the forefeet.

Treatment.—Pare out the seat of corn very slightly and shoe with a $\frac{3}{4}$ shoe, you will usually find that the pony will go level next day.

Punctured Feet—Symptoms.—The pony goes very tender, it may be immediately after being shod or it may be as long as a fortnight after. The hoof will be found to be hot, and hottest near the place where the nail “driven wrong” is.

Causes.—A nail driven wrong or too close to the sensitive laminæ.

Treatment.—Take a hammer and tap the outside of the wall near each clinch in turn, and if the pony flinches over one, you may reasonably suspect that one is the cause. Then take out the nails one by one, and if you find any moisture on any one, that is the one in fault; also after removing the shoe if you notice a stain round the nail hole on the ground surface of the horn, after the wall has been pared, then that is the seat of the injury. If the lameness is only slight we may conclude that it is a nail driven “too close,” in which case the nail hole should be dressed with turpentine and the pony rested for 3 or 4 days until the lameness passes off. If however the lameness is considerable, put the pony on laxative diet and get the local “Salutri” to open up the nail hole with a fine searcher, naturally this is assuming that there is no Veterinary Officer in your station. After the nail hole has been opened up apply turpentine, and then put the foot in a bucket of hot water, afterwards putting on a bran boot (bran poultice in a bag).

Cracked Heels—Symptoms.—Redness with a little heat and swelling, and cracks appear which may discharge and become thickened.

Causes.—May be moisture and filth from dirty stables, or the result of washing the legs and not drying them properly, when dust and sand will lodge on the wet heel and cause them to crack. Overfeeding is a predisposing cause.

Treatment.—Clean out cracks and sores thoroughly and poultice for one night, don't wet the heels afterwards. Apply Carbolic Oil (1 part Carbolic Acid to 20 parts of Sweet Oil) and keep the pony on laxative food, giving hard food only when the swelling of the fetlocks has gone down. The pony's legs should be bandaged with flannel bandages.

General Treatment of Wounds and Bruises.

Dressing the Wound.—If the wound is only superficial, remove all the dirt and clean it with Carbolic Lotion, then apply Iodoform or Eucalyptus Oil. If the wound continues healthy and dry, it should not be interfered with; but if pus (matter) forms or the wound becomes inflamed, bathe the part with warm weak Carbolic Lotion, and if pus forms apply a dry dressing of Iodoform twice daily after the weak Carbolic Lotion.

If however the wound is deep it should be syringed out three times a day, first with warm water and then with warm weak Carbolic Lotion,

allow the pus to escape by opening out the wound and see that it heels from the bottom by putting in a plug of tow, saturated in some antiseptic; then cover up the wound with a pad of antiseptic cotton-wool, and bandage lightly.

Bruises.—If slight with only a little heat and swelling, the best treatment is gentle hand-rubbing for about 10 minutes with Whisky, and then applying an evenly distributed pressure bandage.

If however we think there is doubt about our being able to prevent the formation of pus, it will be wise to check its formation by hand-rubbing with Eucalyptus Oil, and if this fails and one sees it is not possible to check it, then foment the part for a few days, and open it up with the knife at the lowest part, the treatment after this being as for a deep wound. Commonest instances of Contusions are :—Swollen withers, knocks on shins and fetlocks and enlarged knees.

Broken Knees.—Can be roughly divided into three classes :—

(a) When the pony falls, grazing the knee and removing the hair, but the skin is not cut through.

(b) Skin raised and a nasty looking cut which causes the knee to swell. Not quite an open joint.

(c) The cut extends right into the joint, and a yellow oily fluid trickles down the leg.

Treatment.—(a) Remove all dirt and wash the place with warm Carbolic Lotion, then apply a thick

paste of Lanoline and Sulphur, smoothing down in the direction in which the hair grows.

(b) Treat as for a slight wound, but apply over the part a thick covering of antiseptic cotton-wool, and bandage lightly over this.

(c) Keep a constant flow of cold water on the wound, taking care to keep the part at rest; as soon as the joint oil (a yellow oily fluid) has ceased, the cold water should be stopped and Iodoform applied to the wound.

In cases (b) and (c) the pony's head should be tied up, so as not to allow him to lie down, until there is not the slightest chance of the skin cracking in the event of his bending his leg. Of course the pony must be put on soft food at once.

Sore Backs.—Usually found on the withers, or just behind the cantle of the saddle.

Causes.—If on the withers, by the downward pressure of the gullet plate or by the lateral pressure on both sides caused by the arch of the gullet plate being too narrow. If the sore is behind the cantle it is usually caused by the use of a too short saddle, or the rider sitting too far back on it.

Symptoms.—On taking off the saddle (a) the seat of injury will be found to be swollen and hot or (b) there may be a slight wound (hair and top surface of the skin rubbed off) together with the swelling.

Treatment.—(a) Hand-rub with a small quantity of Whisky. (b) Apply a single fold of cotton rag soaked in salt and water, keeping it constantly wet. If however the swelling does not go down in 2 or 3 days and we suspect pus is likely to form, we should treat as for a severe bruise.

Pus is easily detected, as when you touch the tumour it feels soft and “pits,” and the previous heat has left it. Serum only fluctuates under the fingers and can be removed by hand-rubbing.

Girth Galls.—Use a broad leather girth well greased, or else sew lamb skin round the girth with the wool towards the sensitive part, and keep the girth off the spot by means of a surcingle.

Wounds of the Mouth.—The chief seats of injury are the bars of the mouth (interdental space), the corners of the mouth, and the chin groove.

Causes.—The bars of the mouth are injured usually by the use of a long cheeked severe bit with a tight curb chain; and the chin groove also by the use of a tight curb chain.

Treatment.—If the bars of the mouth have been injured the pony should be rested for a few days, and the part thoroughly cleansed with Alum Lotions, take care to avoid all causes of irritation, especially those that gave rise to the injury. If the chin groove is cut, use salt and water, and when the sore is healed put a rubber cover on the curb chain before you use the pony again.

Over-reaches.—The chief seats of injury are (a) the soft horn just above the heels and (b) the coronet a little in front of the heels.

Treatment.—Keep the wound dry and do not wash it, and if it is slight apply either turpentine or the following mixture: Carbolic Acid 1 oz., Camphor 5 oz., Resin 1 oz., Methyated Spirits 15 oz.

Diseases of the Bone and Joints.

Splints—Symptoms.—A splint is a bony enlargement situated below the knee or hock, on or near the splint bone, it is most commonly found on the inside of the leg and generally on the fore-legs. A splint on the outside of the leg is more serious than one on the inside, but a splint that does not interfere with a joint, tendon or ligament only causes lameness during its period of formation. Ponies after 7 years of age rarely throw out splints, but I have known of one or two exceptions to this rule. The splint causes heat and tenderness of the part together with swelling, accompanied by frequent though not incessant lameness while the deposit is forming. Small splints often cause extreme lameness, while large ones often cause little or no inconvenience.

Treatment.—Put the pony on soft food and foment the coming splint well, when the heat is gone apply the following mixture, which should be well rubbed in for half an hour, two days running.

Mixture—4 oz. Hartshorn.
4 oz. Camphorated Spirit.
2 oz. Oil of Turpentine.
2 drs. Oil Origanum.
1 oz. Tincture of Cantharides.

Afterwards apply a little vaseline. If the remedy is ineffectual apply again after 10 days time. There is no need to bandage, but the pony should be rested for about three weeks. A recent splint may often be removed by applying a piece of sheet lead bandaged lightly with a wet linen bandage, taking care to remove it every 12 hours.

Spavin.—A bony enlargement on the inner lower portion of the hock joint.

Symptoms.—Want of freedom in bending the hock, swelling and hardness of the part, with or without lameness. When the spavin is low down it is much less serious than when high up. Ponies do not often become permanently lame from spavin, hence it is not such a grave affection as a rule, as sprains of the back tendons or suspensory ligament. The lameness, if present, will get better as the pony warms up at exercise.

Causes.—Unduly severe compression of the bones of the hock is specially liable to bring on spavin. Spavin affects mostly straight and cow hocks. Lameness from spavin in ponies of six years old and under is usually curable, but not so in old ponies.

Treatment.—In its early stages rest is essential, therefore put the pony on soft food and reduce the

inflammation by warm fomentations, after which apply Harvey's Embrocation; a single application lightly rubbed in is usually sufficient, if however the case is a bad one a second application may be necessary, but should not be made for 4 or 5 weeks. This embrocation may be got from Harvey and Co., Ltd., Dublin, or from F. Bliss and Co., Lahore, Punjab.

Sore Shins—Symptoms.—The pony begins to go a little short in his gallop if the ground is hard, and after a hard game of polo he may be found to walk home in a very sore and tender manner. Above and in front of the fetlock joint there will be swelling which is painful to the touch, and there may be more or less fever present.

Causes.—Too much fast work on very hard ground.

Treatment.—If the case is taken in time, give the pony a rest, and apply hot fomentations until the pain has gone, afterwards put on wet bandages.

Ringbone—Symptoms.—A swelling is noticed usually on one or both sides of the pastern bones, this swelling turns into a bony deposit which has a tendency to spread, if it spreads to the rear the lameness is incurable, however it more often goes to the front. When the Ringbone is only on the long pastern bone it is not very serious, this is called "False Ringbone." The commonest variety is "High Ringbone" in which case the deposit involves the joint between the long and the short pastern bones. The most serious form is "Low

Ringbone," when the bony formation affects the joint between the Pedal and Short pastern bones, owing to the unyielding nature of the wall of the hoof which surrounds this joint. The heat caused by Ringbone is round the coronet and not in the hoof.

Causes.—In the forefeet it is often caused by concussion, and in the hind feet by strains. It is commonest in the hind feet. The usual seat of Ringbone is in the front of the pastern, and it has a tendency to surround this part.

Treatment.—Lay the pony up and get him "puncture fired" deeply, the moment Ringbone manifests its presence. The prompt use of "the iron" is the best means of arresting the disease.

Sprains.

Sprains are the most common injury that can happen to a polo pony, and I propose only to deal with the commonest forms of sprain, namely those of the Suspensory Ligament, Back tendons, Check ligament, and Fetlock joint. The general treatment of all sprains below the knee or hock is the same.

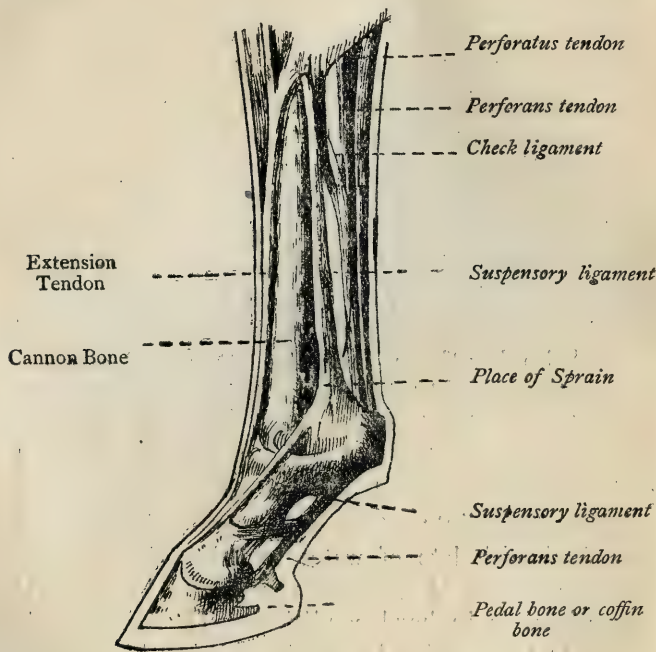
Treatment.—(a) Slight sprains, put the animal on soft food and foment the part with hot water morning and evening until the heat is gone, but for not more than a week because if long continued it would act injuriously. Then a week of Elliman's Embrocation well rubbed in morning and evening. After this apply cold water douche for a couple of

weeks, and then bring the animal slowly into work, making him stand an hour a day under a chatty.

(b) Severe sprains, the case should be taken in hand at once, this is most important. Take 2 yards of cotton wadding and cut it down the centre, so as to have 2 pieces of wadding each about 2 yards long and 10 inches wide. First apply a loose linen bandage to the leg, then wrap the leg round with the cotton wadding, one piece over the other, then bandage loosely with another linen bandage, finally bandage tightly with a third linen bandage. If cotton wadding is not available, get half a lb. of ordinary cotton-wool and arrange it round the leg. The bandages should be taken off after 48 hours and the foot lifted off the ground and the part carefully massaged, afterwards the leg may be bent and extended a few times, then the cotton-wool bandage should be replaced taking care that the wool has not got caked. The bandage may now be removed morning and evening and the part well hand-rubbed and passively worked by taking up the leg and bending the joints. The pony should be kept on soft food with lots of water to drink, in the first instance a dose of Epsom Salts should be given if the animal is in hard condition. If the animal, owing to the sprain, is unable to bring his heel to the ground, a high heeled shoe should be put on, to be reduced of course as the sprain gets better. In all cases of sprain the animal should be bedded down both day and night. As soon as the heat and soreness have left the part the pony should be exercised gently, usually after about a fortnight the pony

may be allowed to walk, but he should not be played polo for about 3 months.

Sprain of the Suspensory Ligament.



Is most likely to occur where it divides into two branches which are respectively fixed to the outer and inner sesamoid bones.

Symptoms.—If slight there may be some heat and swelling of the part, the animal will stand level

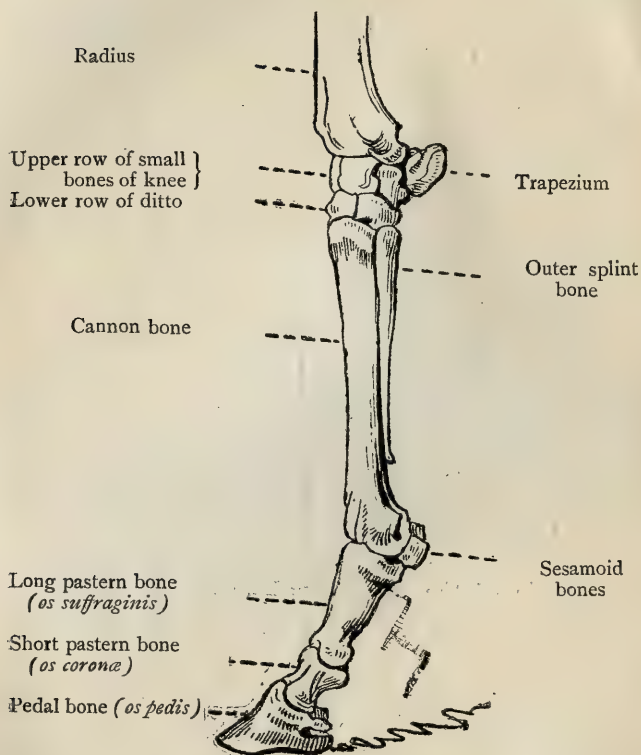
and walk sound, although very lame at the trot. If the sprain is severe there will be considerable lameness and the toe only brought to the ground.

Sprain of the Check Ligament.—Usually occurs at its junction with the Perforans tendon.

Symptoms.—Soon after the accident occurs the ligament becomes hot, tender and swollen, and extends from immediately below the knee to about one-third of the way down towards the fetlock. In the first instance the Suspensory and Back tendons are unaffected, but in a day or two they assume a more or less “bowed” appearance. In slight cases there is heat and fulness of the part with only very slight lameness. In severe cases there is well marked lameness, and the animal when standing rests his toe on the ground.

Sprain of the Back Tendons.—Usually occurs at the point where it passes over the sesamoid bones.

Symptoms.—Generally there is a great deal of swelling above the fetlock joint, accompanied by heat, pain and lameness, also the tendons will assume a “bowed” appearance, which “bow” of course is much lower down than that caused by the sprain of the Check ligament. “Sprain of the Sheath of the Back tendon” is an expression often applied to a slight sprain of the Perforans, in which case there may be no lameness, only a little thickening along the course of the tendons between the knee and the fetlock.



Sprain of the Fetlock Joint—Symptoms.—The fetlock joint after work becomes swollen and hot, with or without lameness, and it is difficult to discover whether from a sprain or concussion. If concussion is the cause the suspensory ligament and back tendons will at first be in a normal condition

and the swelling alone confined between the suspensory and the cannon bone. If however sprain is the cause the vacant space between the suspensory and the back tendons just above the joint may also become filled with fluid, in fact a windgall may be formed.

Filled Legs.—Means a condition of the legs in which there is more or less swelling, due generally to work.

Symptoms.—After work or exercise the legs fine down, but fill again after the animal has been some time in his stable.

Treatment.—Immediately after the animal returns from work have his legs well hand-rubbed, and apply cotton wadding bandages. Before the animal is taken out again the bandages should be removed, and the legs hand-rubbed.

Common Ailments.

Cold in the Head—Symptoms.—Sneezing, with eyelids and nostrils red and dry, soon this will be followed by a watery discharge from the nostrils, which later becomes thick and yellow. The coat becomes rough, and the pony probably has shivering fits. Cough is usually present.

Treatment.—Put the animal on bran mashes, and if possible give lucerne grass. Allow a constant supply of drinking water and in it put $\frac{1}{2}$ oz. of Nitre daily, for a few days. The animal should be well rugged up, and from time to time steam his head.

with a little turpentine in the boiling water. Give no fast work if the cold is bad.

Cough—Treatment.—As for cold in the head, and give daily about 4 lbs. of young bamboo leaves, if this is not effectual stimulate the throat with liniment (equal parts of Ammonia, Turpentine, and oil).

The animal should be removed from his fellows.

Colic.—Appears usually in two forms, either Spasmodic or Flatulent, the former is the commonest.

Symptoms.—Uneasiness, pawing, arching the back and looking round at the flank, the pony will attempt to lie down. As the attack proceeds he may cow kick at his belly and roll on the ground. The breath will be laboured and patches of sweat will appear on the body. In Spasmodic colic there are distinct intervals of pain, whereas in Flatulent colic it is more continuous, with a marked distension of the abdomen.

Treatment.—The majority of cases of colic would recover if left alone. The pony should be kept quiet in his stable with plenty of bedding and should not be distressed with exercise. The body should be well hand-rubbed and hot fomentations applied, taking care that they are placed well back. Give a drench of 2 oz. of Turpentine in $1\frac{1}{2}$ pints of Linseed oil. If no medicines are to hand, give a quart of warm beer fortified by a $\frac{1}{4}$ of a pint of

whisky, with a tablespoonful of powdered ginger, this drench should not be repeated if at first unsuccessful.

Simple Fever—Symptoms.—High temperature with rapid breathing, also dullness, loss of appetite and listlessness. The urine is usually scanty and high coloured, and the coat is staring; there may also be shivering fits. Both the coat and the head will be hot.

Causes.—Usually from exposure to the sun, or else imperfect ventilation in the stables.

Treatment.—See that there is free ventilation in the stable and the pony protected from the rays of the sun. Give only soft food and an unlimited supply of water to drink. If the skin feels dry and hot sponge over with vinegar and water, and cover the forehead with a wet cloth. Give the following drench :—

Sweet Spirits of Nitre $\frac{1}{2}$ oz., Nitre 1 dr., Carbonate of Ammonia $\frac{1}{2}$ dr. Or if the medicines be not at hand give daily $\frac{3}{4}$ oz. of Nitre in his food. After the attack is over, say in 2 or 3 days, give liberal feeding and plenty of grass. If he shows much debility give him a quart of beer a day.

Liver—Symptoms.—Yellowness of the gums and of the lining membranes of the eyelids, also loss of condition and the dung is clay coloured with an offensive odour; the urine has a high colour. Usually there is also a certain amount of dullness and depression about the pony. Pain is shown by the animal pointing to his "Off Side."

Causes.—Generally too high feeding, want of exercise, and chill.

Treatment.—Put the animal on bran mashes with plenty of water and grass. Give a drench of 8 oz. of Epsom Salts in 3 pints of water, this may be given on one or more occasions. For one week give 1 oz. of Sweet Spirits of Nitre daily, followed by 2 oz. of Bicarbonate of Soda in his food daily for a week. In the first instance warm fomentations should be put over the liver, and the pony kept warmly clothed. Gentle exercise may be given twice a day, but only walking.

Worms.—A good preventative measure is the constant use of Rock salt in the stable, and careful attention to the quality of the water used in the stable.

Symptoms.—A morbid state of the appetite, with a rough coat and pot belly, the pony is liable to get colic and slight diarrhoea. There is a general poverty of appearance and the dung is light coloured. Also usually there is a yellow powder or light yellow waxy substance found adhering to the skin immediately below the anus. Frequently worms come out with the dung and these should be burnt at once.

Causes.—The chief cause in India is the animal drinking, or eating, grass soaked in stagnant water.

Treatment.—Put the animal on bran, and give a drench of 3 oz. of Turpentine in a quart of Linseed oil, all in one dose. Do not repeat the dose, if unsuccessful, before a shorter period than 10 days.

Or else give a course of Harvey's Worm and Condition Powders in the first instance, these do not interfere with the pony's work.

Indigestion—Symptoms.—Loss of condition with a capricious appetite. Acidity of the stomach as is evinced by his grinding his teeth. The coat is hide bound and dry, and the pony very often has a cough. The horn of the hoofs often become shelly and brittle. The dung usually has a foul smell and is composed of imperfectly digested materials, the corn being passed in a more or less unaltered condition. The animal is inclined to be costive in the stable, and when taken out to work or exercise is soon excited to purge.

Causes.—Improper food, or an improper system of feeding and watering. Imperfect chewing of the food owing to bad teeth, or the corn being given in such a way that the pony bolts it.

Treatment.—First have a look at the pony's teeth and see whether they want rasping or not. If the pony bolts his food, cut up some dry grass and mix it with each feed, and make him eat each feed from a sheet on the ground; also give hay or grass before corn. If these remedies do not cure the pony, give a drench of 1 pint of linseed oil once a week, and 2 oz. of bicarbonate of soda daily in his feeds. Half the daily feed should consist of dry bran with plenty of salt in it (3 oz. daily). A liberal supply of grass may be given, and the pony should be well groomed and very carefully exercised.

Influenza—Symptoms.—The distinguishing characteristics of influenza are the suddenness of the attack, with debility and rise in temperature to 104° or 105° F. which accompany its onset. An attack is often preceded by colicky pains, and considerable rise in temperature which may be observed at least 24 hours before the manifestation of the symptoms. At first there is a stiffness of the limbs and body and a pink appearance of the inside of the eyelids; as a rule the eyelids swell and tears flow from the eyes. The stiffness of the limbs is usually followed by the swelling of those parts and consequent disappearance of pain. There is great debility and dullness, and sometimes considerable lameness; also occasionally cough and soreness of the throat are present.

Causes.—It is a contagious fever, and the usual cause is the animal standing in a damp stable, owing to a long spell of wet weather whereby the ground becomes saturated.

Treatment.—The disease must be grappled with at once, and very careful nursing is required. Remove the pony to another stable, which must be warm and well ventilated, he must be carefully clothed. Put the pony on laxative food, and give a drench of $\frac{1}{2}$ a pint of linseed oil followed by the following drench—

Carbonate of Ammonia	...	$\frac{1}{2}$ dr.
Nitre	...	1 dr.
Cold water	...	1 pint

which may be given three times a day and continued

for 3 or 4 days until the symptoms abate. Also $\frac{3}{4}$ oz. of Nitre should be given in the food daily, and the pony allowed a plentiful supply of Rock salt. When the acute stage has passed (usually in less than a week) give liberal feeding and judicious exercise. If in the first instance there is diarrhoea and profuse staling, the animal will make a rapid recovery probably, which will be complete within a fortnight.

Pneumonia.—Inflammation of the lungs.

Symptoms.—The animal goes off his feed, is dull and has a high fever (105° to 106° F.), he also shivers and his respiration is very quick, with nostrils widely distended. The pony will not lie down and often keeps his forelegs apart. About the 2nd or 3rd day a watery discharge may issue from his nostrils. The cough is full and strong at first, but becomes smaller. The eyes are blood-shot.

Causes.—Exposure to cold, bad ventilation, want of exercise and continually standing, overcrowding.

Treatment.—Very careful nursing, give fresh air and good ventilation, apply hot fomentations on the sides and chest for a couple of hours a day, taking care that the animal does not catch a chill while the blankets are being changed. After fomenting, rub the pony dry and clothe very warmly, the flannel bandages should reach above the knees and hocks. The animal should be kept on bran mashes

with plenty of water to drink. Give $\frac{3}{4}$ oz. Nitre on the 1st day and $\frac{1}{2}$ oz. Nitre on the 2nd day in the mashes, stopping it when the urine becomes abundant.

List of Medicines, etc.

The following medicines, and useful articles, might well be kept in every stable :—

1. *Oil of Turpentine*—1 pint (used for wounds, pricked feet, over-reaches, cough liniment, worms, flatulent constipation, colic).

2. *Linseed Oil*—2 pints (used for influenza, indigestion, retention of urine, worms, constipation, colic).

3. *Nitre*— $\frac{1}{2}$ lb., in 32 packets of $\frac{1}{4}$ oz. each (used for influenza, pneumonia, bloody or thick urine, fever, cold in the head).

4. *Sweet Spirits of Nitre*— $\frac{1}{2}$ pint (used for fever, liver).

5. *Carbonate of Ammonia*—2 oz. (used for fever, influenza).

6. *Bicarbonate of Soda*—1 lb., in 16 packets of 1 oz. each (used for liver, indigestion).

7. *Epsom Salts*—2 lbs., in 32 packets of 1 oz. each (used for constipation, liver).

8. *Carbolic Lotion*—1 bottle, strength Carbolic Acid 1 part, water 40 parts (used for wounds).

9. *Alum Lotion*—1 bottle, strength Alum 1 part, water 20 parts (used for cuts inside the mouth).

10. *Carbolic Oil*—1 bottle, strength Carbolic Acid 1 part, sweet Oil 20 parts (used for cracked heels).

11. *Eucalyptus Oil*—1 bottle (used for wounds, severe bruises to check the formation of pus).

12. *Iodoform*—4 oz., it should be mixed with Friar's Balsam (used for wounds as a dry dressing).

13. *Phenyle*—1 bottle (used for thrush).

14. *Tar*—1 tin (used for thrush).

15. *Lanoline and Sulphur*—1 tin (used for making the hair grow on broken knees).

The following articles will be found useful :—

(a) A Thermometer.

(b) A Drenching horn.

(c) A small weighing machine and weights.

(d) An abscess knife.

(e) A Syringe.

(f) Cotton-wool (for pressure bandages).

(g) Strips of blanket (for fomenting).

(h) Strips of oil-cloth (to keep the heat in when fomenting).

(i) Tow (for cases of thrush).

In case you have not got a small weighing machine and weights, the undermentioned may be useful :—

Fluid Measure.

8 Fluid drs.	=	1 Fluid oz.
20 „ oz.	=	1 pint
2 Pints	=	1 quart.
1 Tea-spoonful	=	2 Fluid dr.
1 Dessert-spoonful	=	4 „ dr.
1 Table-spoonful	=	1 „ oz.

Dry Weight.

8 drs.	=	1 oz.
16 oz.	=	1 lb.
2½ Rs. in silver weighs about	1 oz.	
1 Shilling in silver weighs about	1½ drs.	
1 Six-pence in silver weighs about	¾ dr.	
4 Three-penny bit weighs about	¾ dr.	
} = 1 dr.		

CHAPTER IX.

Hints on Polo Tournaments.

I think that Polo Tournaments in moderation are excellent to keep up the spirit of friendly rivalry without which any game is bound to deteriorate, and there is no doubt the young player learns more in a tournament game than any number of station chukkers or even practice matches, the pace being so different. Also polo tournaments are excellent for Esprit de Corps and bringing out those qualities of sportsmanship which are always associated with the Britisher. However since the War the expense of going in for polo tournaments has materially increased to what it was in 1914, and now one has to carefully consider what both the players and the Polo Club can afford to enter for, further soldiering at the present time is rather more strenuous than it used to be, and the cold weather being the training season and also the polo season, one must consider one's tournaments in relation with manœuvres, etc. At the present time I consider there are rather too many tournaments held, and if a Regiment goes in for 5 or 6 tournaments in the season it is both hard on the players' purses and on the other members of the Regiment who have lent their ponies for the use of the Regimental team; this latter is more or less unavoidable with the present shortage of tournament ponies in the country. However

as a principle I consider that every player who is going to play in his Regimental team should own at least two tournament ponies, this likewise applies to those who aspire to a place in the team. As most regiments now have a lot of young players who are all more or less equal performers, I think one should change one's team as much as possible, of course taking care not to upset the team play too much by doing so. This changing of the Regimental team is a recompense to the player, who is not in the first four players in his Regiment, and who usually lends his ponies for the use of the team. For a young team to do any good at all, an enormous amount of work and careful thought is necessary beforehand, the team cannot hope to win tournaments (except perhaps small ones) in its first one or two seasons, and they should be quite satisfied if they have been able to give their opponents close matches, although they may be usually knocked out in the first round; everyone must learn by experience, and the best scheme of team play is bound to fall to the ground if the players are not sufficiently sure and accurate hitters to carry it out. Another point the young team has to contend against is that they are usually indifferently mounted, as it's only when a player gets more or less proficient in the game, does he ride real good ponies. A Regiment arriving out now usually consists of practically all beginners with just a very few old hands, the result is that the type of pony required is the "Beginner's pony" and not the tournament pony, hence when the team enter for

their first season's tournaments they will mostly be mounted on station game ponies, this was the case in my own Regiment last season, we only had about six tournament ponies and the rest were all average station game ones. However every year should see your team better mounted as the players themselves improve; in my opinion the chances of success depends about 50 per cent on your ponies and 50 per cent on your team play and ability to carry it out. The scheme for your team play can be easily organised, but the ability to carry it out and the pony question must be a matter of practice and time.

The first consideration in starting a team is the selection of the Captain, this usually is not difficult, as generally there is some rather outstanding personality in the Regiment who is obviously the right man, he should preferably be a fairly senior officer and one that is a fairly good player with a thorough knowledge of the game, he need not of necessity be the best performer in the Regiment. If he happens to play No. 1 or No. 2 in the team he should hand over his duties in the field to his No. 3 who should act as Field Captain, if on the other hand he himself plays in the Back division this will not be necessary. Experience in the past has shown that to get the necessary combination and team play, the Captain must be more or less an autocrat both on and off the polo ground in all polo matters, and it is wise to leave the selection of the Regimental team to him alone, otherwise one is bound to have divided counsels, which must in consequence adversely affect

the team play. I most strongly advise holding a Polo Club meeting at or before the commencement of the season, say in October or early November; the members of the Polo Club should at this meeting decide the tournaments that they wish to enter a team for, after giving proper consideration to the state of the Club funds, and number of ponies available, etc.

The Captain should now decide on his team for the first tournament and also what outside ponies will be required (*i.e.*, those belonging to other members of the Club who are not in the selected three) and arrange to get both players and ponies fit. It is probable that most of the ponies, if your first tournament comes off, say in November, will be more or less unfit as most people lay their ponies up during the rainy season, or if the ponies haven't been laid up they are bound to be unfit as polo during the rains is a very spasmodic affair. He should talk to each member of the team about each of their ponies they are going to play, and what they should receive in the exercising and schooling line, as naturally each pony will require probably a different amount of trotting; one must be very careful in preparing a pony for the first tournament of the season as one crocks more ponies up by playing them fast when not hard enough, than perhaps any other way.

The Captain should decide what practice matches his team should play, and I would recommend, to start with, a four medium chukker match against another side, preferably a Regimental one;

this can usually easily be got in a large station, although it is very often difficult in some of the small ones. In these four chukker medium matches each player should play three ponies. As the ponies get fitter so you will increase the pace, and start playing six chukker matches. The main thing to remember is that one should try and play one's team together every polo day, even if it is only for two chukkers; during these practice matches of whatever pace, the Captain should use his voice and make his team play polo, as it is only in these games can he instruct his players, it is no use trying to do this work in a polo tournament.

Polo Practice.

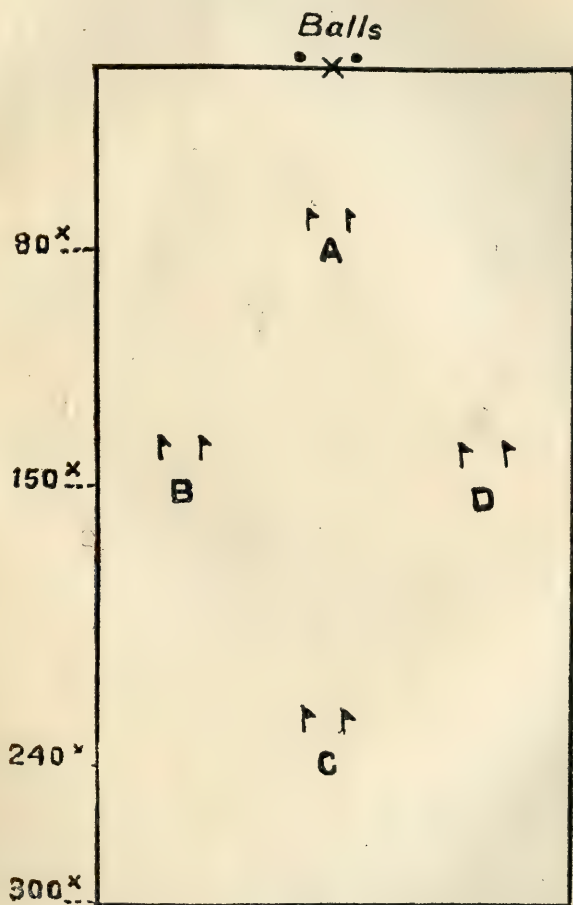
We must now consider the necessary practise on non-polo days, the chief consideration about this is, the number of ponies available, in an Infantry Regiment there are usually very few and in this respect the Cavalry score enormously.

Personally I think aimlessly "knocking about" on the polo ground is worse than useless because you are always taking your shots at a different pace to that which you play in a match. Practice on the polo ground must be well organised, the three main things to practise are goal hitting, passing, and picking up passes quickly.

I have found the following programme for an afternoon's "knocking about" quite useful, of course it can very easily be both varied and improved upon.

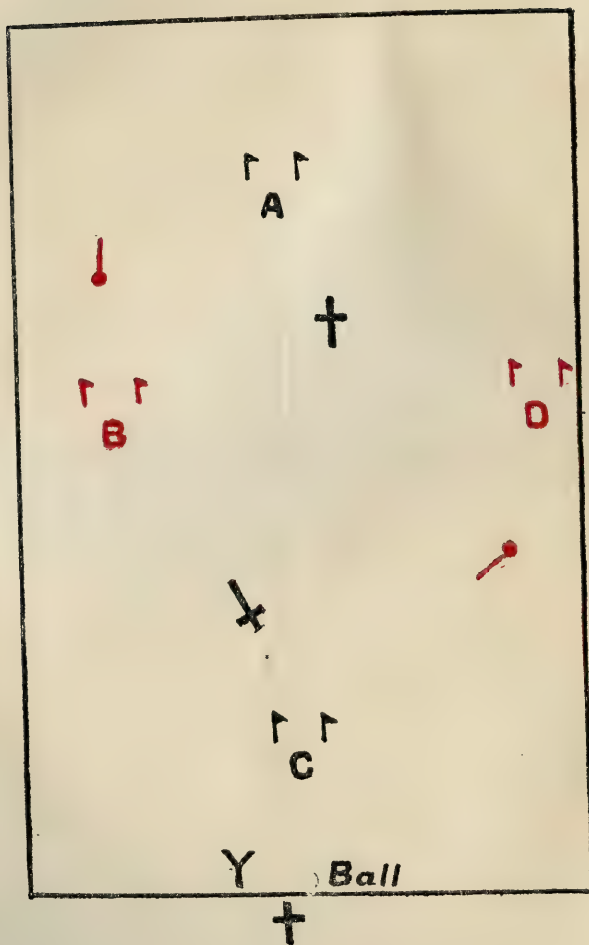
Practice A.

PLATE XIX.



Practice B.

PLATE XX.



The ground should be prepared as per Plate XIX, the distances of course are only approximate, the four sets of goal posts should be half the usual width. The four members of the team should do this in pairs, and each member will have three runs against the other three members, the winner being the player who wins the greatest number of runs. The course is from X through A, B and C goals, then through C the reverse way, thence through D and A goals. This gives one six goals to hit, and the first through A on the return journey wins, the ball must of course pass through the goal posts on the correct side each time. This is a very useful practice for goal hitting, the pairs getting a variety of shots at a speed nearly approximating to actual play, also the ponies are quite keen and excited over it, and it makes the players very careful not to miss a goal.

The ground is kept laid out as for Practice A. This practice is done in pairs, working against time. The Black player starts from Y and has a 60 yard shot at goal C, directly he has hit this goal, he must immediately pass to his Red partner who hits the goal at D, and passes the ball to the Black player who hits the goal at A, after he has hit the goal he immediately takes a back-hander up to the Red player who hits the goal at B, and in turn passes to the Black player who hits the goal at C. In short the "hitter out" (Black) has to hit three goals, C twice and A once, whilst the Red player has to hit two goals, namely D and B. Each player must remember that directly after he has hit his goal he

must pass to his partner. This is an excellent exercise for both hitting goals and passing, and with a little practice these five goals are very quickly obtained.

The ground is the same as already laid out. The team "hitter out" (in this the No. 3 Red) hits out from the Y back line to his No. 2 Red, who hits the goals B A D C, at the same time the Back hits out from the back line X to the No. 1 who hits the goals D C B A. Whoever hits C or A goals first wins. This is good practice for both the No. 3 and the Back for hitting out, and also for the forwards for taking on these hits out and scoring goals.

Practice D.—The ground is the same as already laid out. The No. 2 or No. 3 should hit the ball up to the Back who must back-hander it back to the No. 2 or No. 3 who in turn should meet the ball and if near one of the goals have a shot at it, or else return the ball to the Back. This gives the Back practice in taking his back-hand shots with the ball on the move the whole time and also gets the No. 2 or No. 3 in the way of meeting the ball and hitting goals, or turning quickly on the ball and placing his back-hander to another player.

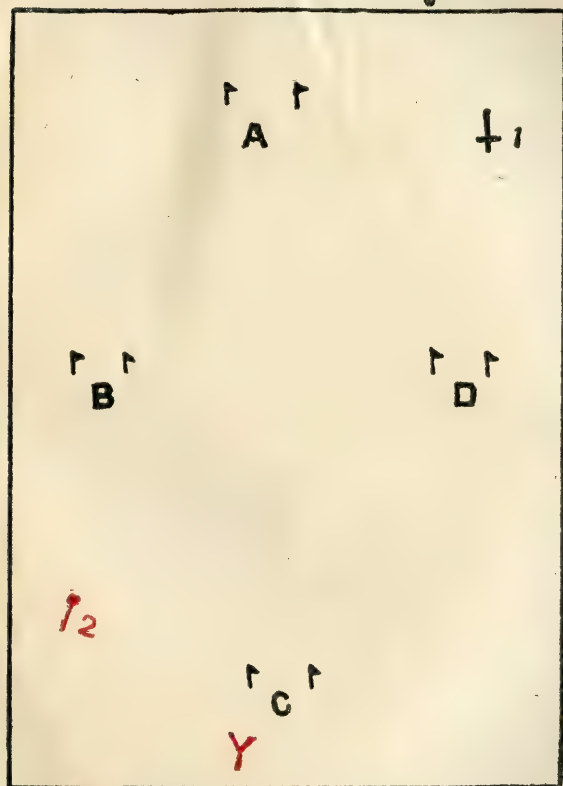
Practice E.—Before one closes the practice for the day it is wise for the player who usually takes the penalty shots to have about half a dozen shots from the Y back line at the goal C (Plate XXI), these will be 60 yard hits.

I would like to mention the fact that other people "knocking about" on the ground does not

Practice C.

PLATE XXI.

x \dagger Back
.



I₂

C
Y

I₃

really hinder your practice, it only makes it rather more exciting and a little more difficult. If you have any trained or $\frac{3}{4}$ trained ponies that require schooling, it is better to give them it on the polo ground with the ball, than in the Riding School. A pony should not be "knocked about" on for more than 8 to 10 minutes on end, it is undoubtedly better for both the player and the pony to do short fast work than long slow "knocking about." I am very much in favour of the practice that some Clubs go in for, and that is playing all the summer with narrower goals than ordinary. This summer in the Hills I have played all the time with goals of half the ordinary width, and the player's shooting has in consequence greatly improved, of course the real improvement can only be judged when they play in the cold weather with the normal width of goals.

Prior to the Tournament.

The team have now been playing together for some little time, and the ponies and players are more or less fit, further the scheme of team play has been got into the heads of the various players, and their ability to carry it out much improved by their practice games, and the "knocking about" on the non-polo days. As the days draw near for the actual first tournament the Captain should ensure that his players are really fit, he should see that they all live an ordinary normal life and discourage "Late nights" and too many short drinks at the bar of the Club. He must watch the ponies carefully and see that none of them are showing signs

of staleness; although one does not usually find this in the first tournament of the season, it usually occurs before the 3rd and 4th tournaments. The week before the tournament starts it is usually wise to only play each pony one chukker a polo day, and not at all a pony with a slight cut mouth or a bad curb gall. During this last week prior to the tournament, each player should thoroughly inspect all his saddlery and see that it is all in order, and each pony that he is going to play is properly fitted out; nothing is more maddening in a critical period of a match than to see one of your side go off the ground because some part of his tackle has broken. Likewise each player must be sure that his sticks are all right and he has enough of them, and also that the Calkins on the hind shoes of his ponies are all right, and not too worn down. The chief articles of his saddlery he should pay particular attention to are girths, stirrup leathers, reins, and martingales, as these usually are things that break most often in a tournament. If the tournament is away from your station, the Polo Secretary should let the Tournament Secretary know the amount of grass or hay and bedding the team will require; if all the team's ponies are being stabled together I have found that an allowance of one maund of bedding per pony, and 10 lbs. of grass or hay per pony per diem, is suitable for a period of 10 days, which is the usual time the ponies are away from their station. It is generally more satisfactory to take one's own corn with the ponies, and not to get it at the place where the tournament is held.

Carriage of Ponies by Rail.

In India it generally happens that ponies have to be railed long distances to polo tournaments, the actual distances may not be so very long but the time taken over the journey usually is however. A few notes on the subject may be of interest; if your ponies enter a box stale and poor, when they have completed their journey they will be found unfit for anything, if however they enter their box fit and rather above themselves they will come out at the other end in just the same condition. It is therefore wise to take the following precautions before entraining ponies :—(a) Never entrain a pony after a hard day's polo. (b) Let the pony down, if possible, two days before you entrain him. (c) Let the pony have at least one day's rest after you have unboxed him at the other end. Ponies should always have warm bandages and knee caps on in the box, and plenty of grass, if the weather is hot there should also be a plentiful supply of water. The Regimental Polo Secretary should always be present at the boxing and unboxing of the team's ponies, and he should be particularly careful to thoroughly inspect the boxes before he puts the ponies in, he must see they are properly cleaned out and chloride of lime put down, and that there are no structural defects in the boxes; these two items are very important, as the horse boxes at present in use on most Indian railways are generally speaking in a very unsatisfactory state, due no doubt to the late War. Ponies that come from the same stable should be put in compartments alongside or opposite each other, and

costive ponies should be boxed last, in the box, which has the grain and kit in a spare compartment.

Conference before a Match in a Tournament.

This is most important, as many matches are won as much at the council table as on the ground. As I have already said, on the amount of trouble and careful thought you have expended prior to the tournament, so in proportion will you do well or badly. I have found with a young team that they usually much over-estimate or much under-rate their opponents; the former is a fault well on the right side, but the latter should be strongly discouraged. It is a great advantage to see one's opponents play before the tournament commences, as then one can see where their strength and weakness lies; it is to discuss this strength and weakness that makes it necessary to hold a conference.

At this meeting the Captain must take a strong line, as through being the most knowledgeable player, he has learnt most by watching their opponents' play. At the present time you will usually find that each team has one or two players much stronger than the others; having therefore decided which these players are in your opponents' team, steps should be taken to have them well marked; to do this one may have to change the ponies round a bit, so as to enable your man or men to be as well mounted as possible to tackle the job. If on the other hand your opponents' team consists of four goodish players of more or less the same standard,

and furthermore are a stronger side than you both in individual hitting and pony power, then it is wise for your team to play a close hard riding game, with every man on the other side well marked; this will tend to keep the score down which is all to your advantage, particularly so in a handicap tournament, because your opponents being a better side are probably higher handicapped than your team. The principle to bear in mind is that the better side you have to play against the closer must you mark your men, not only when you are on the defensive, but also during certain periods of your attack. Another point to remember is that if you obviously have to be beaten, the whole team must go on to the ground with their "tails up" and full of heart, with the fixed determination of reducing the defeat to a minimum; this can only be done by hard riding and doing your level best to mark your man, on the principle that if I cannot hit the ball, I will take good care that my opponent doesn't either. Extraordinary things often happen in a polo match, and very often the strongest team does not win, therefore one should never relax one's efforts, and remember you are never defeated until the final bugle sounds.

I would give a word of warning to a young team playing against a side weaker than themselves, and that is to never "slack off" because you may be a few goals up, because should the tide turn against you suddenly, you will find it rattles your team, and being a young side they may possibly go to pieces as steadiness is not the predominating feature

in a young team. The axiom to keep in mind is to play hard throughout the match and not to worry about the score.

A young team can rarely afford to save its ponies, and if it tries to do so, it is very often the cause of unnecessary defeat.

The Match.

You should always have your ponies and players on the ground at least 20 minutes before the game is due to commence, each player must first have a careful look round the ponies he is going to play, paying particular attention to the fitting of the curb chains. Each syce should be warned which chukkers his pony is going to be played in; it is generally wise to play your best pony in the 1st and 4th chukkers, as if necessary he can be pulled out again in the 6th. Each player should give each of his ponies about 2 minutes of the "best pace" up and down the ground, having shots at each goal in turn; this will get the ponies' feet accustomed to the ground and also give the players the lie of the goal posts. Do not "knock about" slowly, it is useless, and do not give any pony more than 2 minutes.

When the actual play starts the young team will usually begin very shakily through nervousness and excitement; this generally wears off to a certain extent as the players get warmed up to their work; it is during the early part of the match that the Captain must make his influence particularly

felt, both by precept and example must he keep his team together, and a few words of encouragement will go a long way to help his team get into their stride. Although all players must ride hard, yet the Captain should discourage foul siding in every way, as young players are very apt to play foul through excitement and ignorance. The Dangerous Foul penalty nowadays is practically a certain goal, and it is a poor way of presenting goals to the other side. Before I close this chapter I would like to say a word about "shouting" on the ground during a Tournament Match; nothing to my mind looks so bad as hearing a lot of "Back chat" going on among the players, and it usually denotes an indifferent side; all this talk, if necessary, ought to have been done in the practice games, and then only by the Captain of the side; if players have not learnt to do the right thing at the right time during their practice matches they certainly will not suddenly do the correct thing in a tournament game.

All members of the team should confine their conversation to the following few orders, such as :—

Take it.

Leave it.

Ride the man.

Back-hander.

Turn up.

Nurse the ball.

These orders to be followed by the name of the player concerned.

CHAPTER X.

Regimental Polo Clubs.

I write this chapter in the hopes that it may be of some use to British units on their first arrival in India. There are roughly speaking three different lines on which to base the Regimental Polo Club :—

(a) The fund to be used to buy Club ponies only.

(b) The fund to be used both for buying Club ponies, and as a “loaning fund.”

(c) The fund to be purely used as a “loaning fund.”

From my own experience of all three, I would most strongly recommend a unit arriving in India for the first time not to touch (a) or (b) unless they arrive in the country with a large fund and also 5 or 6 very experienced officers who know this country well; even in this case I do not recommend it. My chief objections to both (a) and (b) are :—

1. The financial loss to the Club if any of the Club ponies “crock up” or die; this is particularly serious if one has had to borrow money to increase one's original capital.

2. The slowness which you are only able to repay the Bank for any overdraft, and in consequence the increased amount of interest you have to pay thereon.

3. All members of the Club can naturally not be equally good with a pony, hence the Club from a financial point of view must give the best ponies to the players who are least likely to harm them; this is bound to cause a certain amount of ill-feeling among the less fortunate members.

4. With the present price and shortage of ponies, it would require a large capital in hand to purchase say 15 to 20 ponies, and then it would be very difficult to buy ponies of the correct stamp for Club purposes.

5. The average young officer when he first comes to this country knows little or nothing about really looking after a pony, and it is only natural he will not take the same trouble with a Club pony, as with one that is his own property and that he has either paid for, or else is in the process of paying for.

6. It requires nowadays very elaborate arrangements to make it even a moderate success, if one is lucky enough to have a good proportion of old experienced officers.

I would certainly recommend (c) that is running your Polo Club purely as a "loaning fund." A unit coming out with say £500 (Rs. 7,500) in their Club, might model their rules as follows :—

Rules of the Polo Club.

I.—The President and Committee are responsible for the Club accounts and other financial matters concerning the Club. The Committee shall

consist of either two Captains and two subalterns, or one Captain and three subalterns, one of whom shall act as Secretary. The President shall have a casting vote at all Committee meetings.

II.—Members will not pay any entrance fee, but any Officer who joined the unit after the formation of the Club, and did not become a member the same month as he joined the unit, or else an Officer serving with the unit who did not join the Club on its formation, will pay all back Monthly Subscriptions from either the date of joining the unit, or else from the date of the formation of the Club as the case may be, up to the date of becoming a member.

III.—Subscriptions will be Rs. 5 per mensem for each player. These subscriptions will go through Officer's Mess Bills.

IV.—Any member may obtain a loan not exceeding Rs. 2,500 from the Club for the purpose of purchasing or part purchasing a polo pony or ponies, provided the pony or ponies have been passed as suitable by the Polo Committee.

V.—Members obtaining a loan will repay the Club by monthly instalments. Loans of Rs. 2,500 to Rs. 1,500 may if desired be repaid at the rate of $2\frac{1}{2}$ per cent per mensem of the total loan over a period of 40 months. Loans under Rs. 1,500 will be repaid at the rate of either 5 per cent per mensem of the total loan over a period of 20 months, or at the rate of 10 per cent per mensem over a period of 10 months. The Club will charge interest at the

rate of $\frac{1}{4}$ per cent per mensem of the total loan, until such loan is repaid (*i.e.*, 4 annas per Rs. 100 per mensem).

VI.—The amount loaned to any member will be decided by the Committee.

VII.—Members may not borrow money from the Club for purchasing a third Club pony until they have repaid $\frac{1}{4}$ of the total amount borrowed for the first two Club ponies.

VIII.—Any member selling his Club pony or ponies, before he has paid off his debt to the Club, shall at once pay the balance of such debt to the Club. If however the pony dies, or is sold at a price less than his balance debt to the Club at the time of sale, the member shall, after paying the amount received from the sale, be entitled to clear the remainder of his debt by the same monthly instalments as the pony was originally purchased under.

IX.—Any member may, if he so desires, pay off his debt to the Club at any time.

X.—Any pony purchased or part purchased with Club money will be considered as the property of the Polo Club, only in so far as it may be called upon for the use of the Regimental team for any tournament. After the member has repaid his loan to the Club the pony shall become his absolute property.

XI.—A General Meeting of the members of the Club shall decide whether the Regimental team shall be entered for any tournament. If it is decided

In the above case the Bank charge 7 per cent per annum = $3\frac{1}{2}$ per cent per annum for members, that is 3 per cent.

3 per cent per annum = $\frac{1}{4}$ per cent per mensem,

or 4 annas per 100 rupees per mensem of the total loan.

Para. XI.—The keep of a pony during a tournament (10 to 14 days) works out at about Rs. 20 per head, and the Club will rarely if ever have to keep 8 ponies, as the players naturally pay for the keep of their private ponies, and the Club only pays for those outside the property of the team.

Para. XIV.—The average Bank charges interest on your overdraft, at the rate of about 1 per cent over the Bank rate per annum.

Para. XV.—The five Senior Officers of the Regiment should guarantee this overdraft.

I made the above Rules for my own Regiment which came out with only about Rs. 7,500 in the Polo Club in November 1919, and up to the end of March 1921 the Regiment had played in seven tournaments, three of which were away from our station. The Rs. 5 monthly subscription over this period covered the tournament expenses such as entrance fees, rail fare of ponies, and keep of ponies, and the fund increased by a matter of Rs. 400 through interest paid by officers on their loans. There was an average of 22 officers, who were members of the Polo Club throughout the above period.

The chief advantages of this type of Club are :—

- (1) The Club cannot financially loose.
- (2) It encourages thrift amongst the officers.
- (3) Officers learn to look after their ponies carefully, as they themselves are the losers if anything happens to their ponies.
- (4) You can see at a glance what tournaments you can afford to go in for, by looking at your Monthly Subscription list, which will give you a good idea of your yearly income under this head.
- (5) The real object of a Polo Club is to get as many officers playing polo as possible, and this form of Club helps both the good and the bad player equally. Tournaments being only a secondary consideration, the number of which one goes in for being dependent on the monthly subscription taken over a period of a year.

If a unit arrives out here with no polo fund at all, I would suggest the same type of rules with the following alterations :—

Paras. II and III.—Monthly Subscription to be Rs. 8, this will help to start the fund, as probably one would not be going in for tournaments during the first six months.

Para. IV.—Rs. 1,200 instead of Rs. 2,500, so as to enable members to buy more ponies with the overdrawn money at the Bank.

Para. V.—Loans of Rs. 1,200 and under must be repaid at the rate of 5 per cent per mensem over a period of 20 months, or if desired at the rate of 10 per cent per mensem over ten months. The Club will charge interest at the rate of $\frac{3}{8}$ per cent per mensem on the total loan, until it is repaid, *i.e.*, 6 annas per 100 rupees per mensem.

Para. VII.—Members may not borrow money from the Club for purchasing a second pony, until they have repaid $\frac{1}{2}$ of the money borrowed for the first pony.

Para. XI.—Delete sub-para. (b) (2).

Paras. XIV and XV.—The overdraft to be Rs. 10,000.

Notes on the above Alterations.

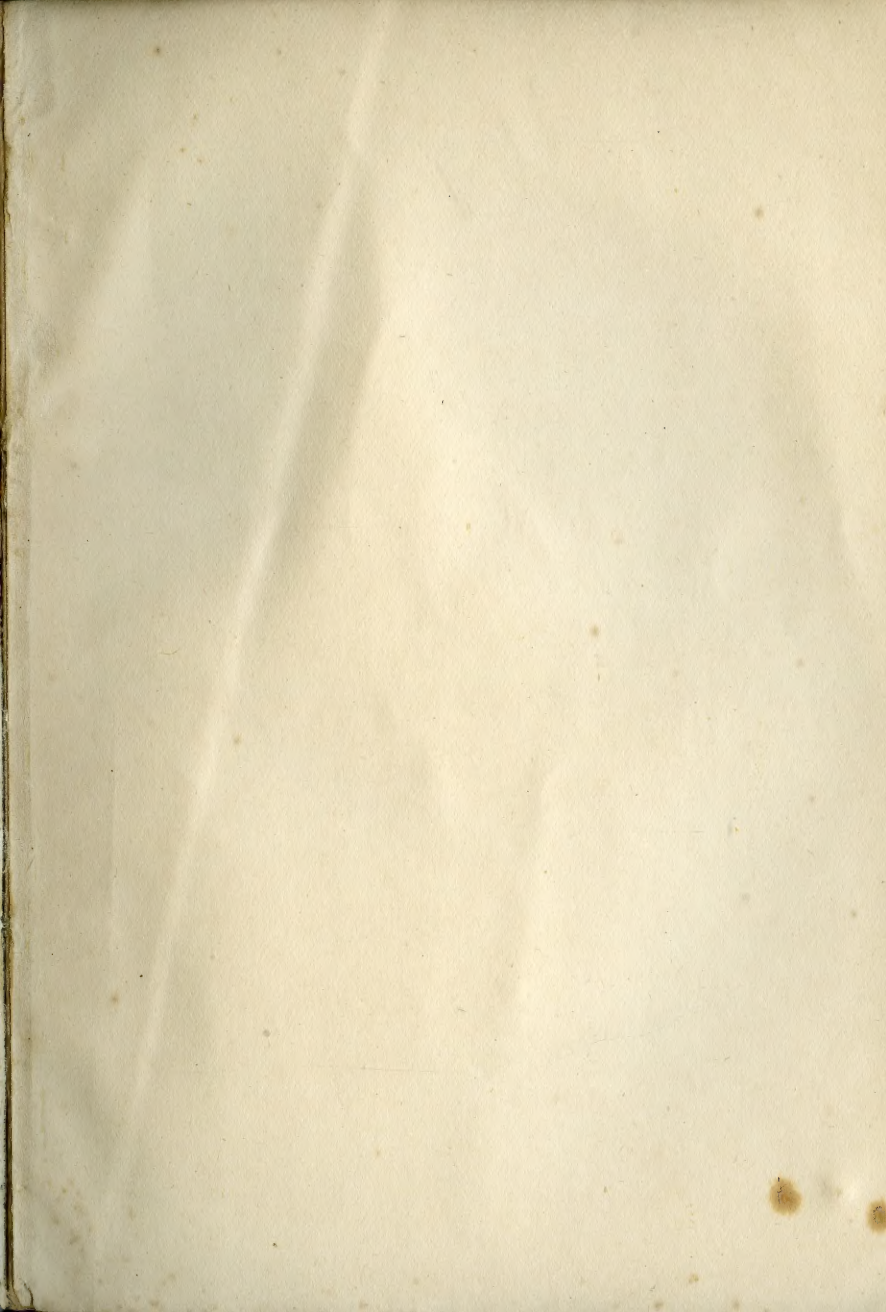
If one has no capital to start with, loans must be repaid by members in 20 months at longest (5 per cent per mensem) and the minimum interest charged to members must be the rate charged the Club by the Bank plus 2 per cent and the total thereof halved. For example Bank charge Club 7 per cent, and 2 per cent = 9 per cent, members will be charged $4\frac{1}{2}$ per cent per annum.

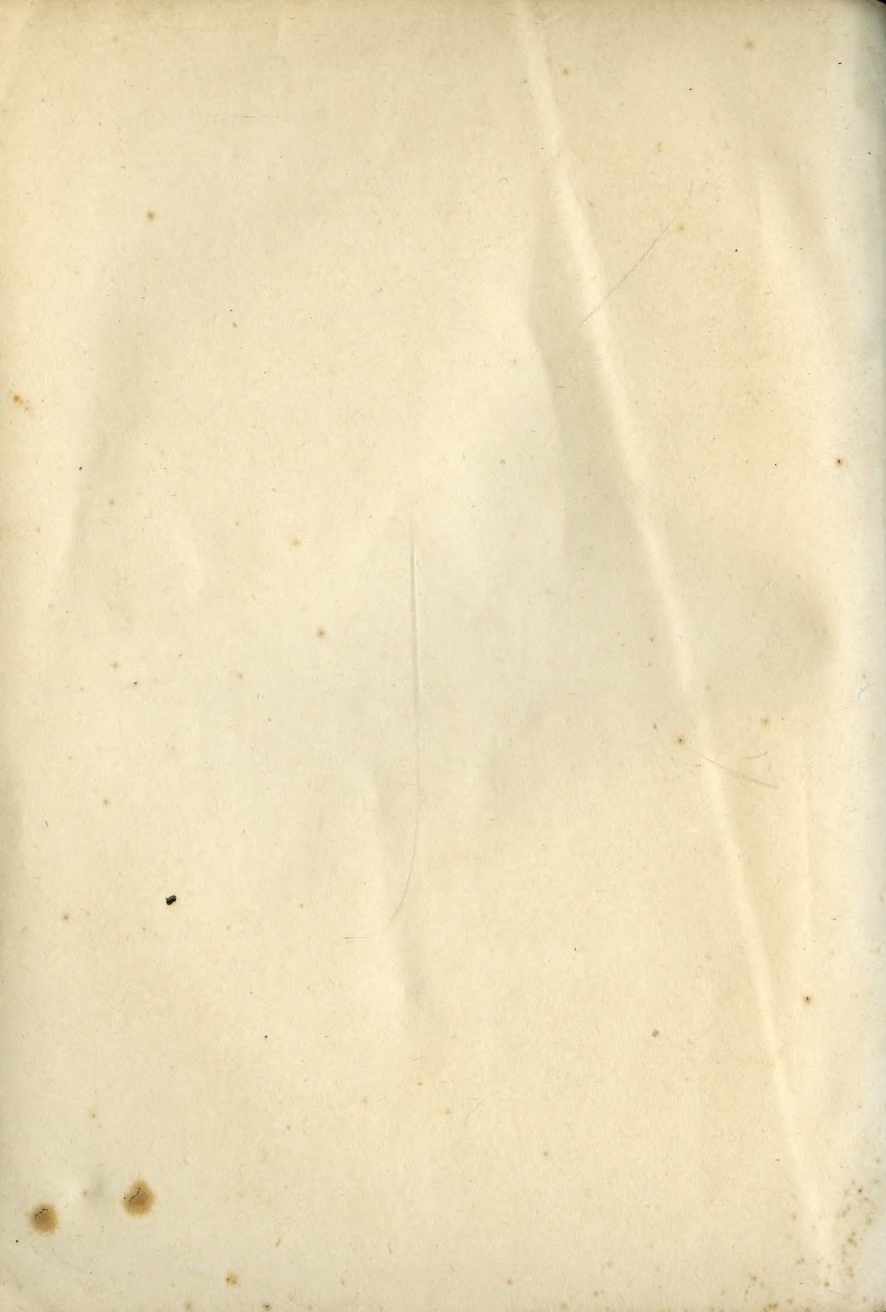
$4\frac{1}{2}$ per cent per annum = $\frac{3}{8}$ per cent per mensem (*i.e.*, 6 annas per 100 rupees per mensem on the gross loan).

The above will be found to materially help in building up a Polo Fund.

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